

DUNGEONS
&
DRAGONS

THE TEMPLE OF ELEMENTAL EVIL

A CLASSIC GREYHAWK
ADVENTURE



GETTING STARTED

Introduction

Welcome to the *Temple of Elemental Evil*™: *A Greyhawk Adventure*™, or *ToEE* for short. *ToEE* is the first game set in Greyhawk, which is the first DUNGEONS & DRAGONS® campaign setting made by Gary Gygax. What began in 1975 as a small supplement detailing the lands of Oerth, has become the core setting of the latest incarnation of the D&D rule set. From the great magicians, such as Bigby, Leomund and Otiluke, who we know from the mighty spells that bear their names; to the very gods themselves, the personages of Greyhawk infuse the entire D&D game with their own special style.

ToEE is also the first game to ever use the new 3.5 version D&D rules. We think you will find that these new rules clarify and enhance the game system. However, if you are new to D&D, you should know that a detailed knowledge of the rules is not necessary to enjoy *ToEE*. You can easily create a party of adventurers and set out to explore Oerth without knowing about attack rolls or saving throws or any other D&D terminology. Certainly that information is available to you if you want it (check the Index on page 158), but you can also sit back and relax and let the computer do all of the detailed work.

Keep in mind that *ToEE* is a reactive game. You will have a different experience depending on what classes you play, what alignments you pick and what skills you raise. We highly recommend that you play through *ToEE* more than once, if only to try the different paths available to good and evil parties. You may also find it enjoyable to have at least one simple-minded character (i.e. someone possessing an Intelligence score of no more than seven) in your party, to see how dialog responses change when they are filtered through such a sluggish mind. But above all, have fun exploring the wonderful world of Greyhawk. We hope you enjoy playing this game as much as we enjoyed making it for you.

The Troika Team
Summer 2003

The ReadMe File

The *Temple of Elemental Evil* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Temple of Elemental Evil* directory found on your hard drive (usually C:\Program Files\Atari\ToEE). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on ToEE and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 700 MHz (Pentium® 4 1.7 GHz or higher recommended)
Memory:	128 MB RAM (256 MB recommended)
Hard Disk Space:	1.1 GB Free
CD-ROM Drive:	4X Speed (10X Speed recommended)
Video:	16 MB Windows® 98/Me/2000/XP-compatible 3D video card* (64 MB Windows® 98/Me/2000/XP-compatible 3D video card* recommended)
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

* Indicates device should be compatible with DirectX® version 9.0 or higher.

Setup and Installation

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Temple of Elemental Evil* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Temple of Elemental Evil* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/ToEE/ToEE to start the game.

Note: You must have the *Temple of Elemental Evil* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Temple of Elemental Evil* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

QUICK START

Game Menus

Main Menu

When the game begins, you will see the Main Menu, which contains the following options:

New Game: Start a new game. You will choose between Normal and Ironman mode.

Load Game: Load a previously saved game.

Options: Adjust graphics, controls and sound options (see Options, page 15).

Credits: See the names of the people who helped make this game.

Quit Game: Quit to Windows®.

Starting a New Game

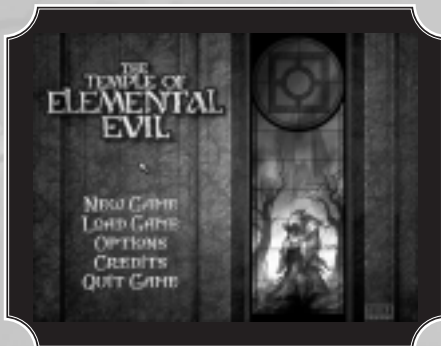
Choose a Game Mode

To begin the game, select New Game on the Main Menu. Your first decision will be whether to play in Normal or Ironman mode.

Ironman simulates as closely as possible how the paper-and-pencil D&D game is played. You cannot reroll your character ability scores or buy abilities using the point system and you cannot save your game before opening a dungeon door, checking for traps, attacking an NPC (non-player character), or any other potentially dangerous situation. Just like the paper-and-pencil game, you must accept the consequences of your characters' actions.

When you quit an Ironman game, your current state is automatically saved and you can re-enter that saved game to continue playing. However, if your party dies, the game ends and you cannot reload it — you must begin a new Ironman game.

Also, due to the restriction of no rerolling during Ironman character-generation, Ironman characters are kept in a separate party pool from Normal mode characters. You cannot share characters between the two pools.



Choose Party Alignment

After selecting either Normal or Ironman mode, you must pick a party alignment. Party alignment is your way of telling the game what kind of characters you are making and how you intend to act. The game reacts to party alignment by changing the starting location of the game, which gives your party its reason for adventuring, and by changing dialog options and storylines in the game. The game has several possible endings, some of which are restricted to certain party alignments.

Your selection of party alignment will also restrict what alignments of characters you can add to this party. Only those alignments that are highlighted when you select a party alignment are allowed in your party. For example, if you select true neutral as your party alignment, then you can add characters who are true neutral, neutral good, lawful neutral, neutral evil and chaotic neutral.

Some party alignments preclude certain classes with alignment restrictions. For example, monks cannot be in any chaotically aligned parties, because a monk's alignment must be lawful and paladins cannot be in any evil or chaotic parties. In fact, paladins provide an additional restriction in that they will never group with an evil character. So even though a lawful neutral party could contain lawful good and lawful evil characters, such a party cannot contain both a paladin and a lawful evil character. Once one such character is added to the party, the other is prohibited.

Select Characters

After selecting your party alignment, you can form your party by selecting characters in the party pool. You can choose any of the pre-made characters that come with the game, or you can create your own by clicking on the Create button (see Character Creation on page 8). In either case, you can add characters to your party by clicking on a character and then clicking on the Add button.

Note: Any character whose alignment is precluded because of party alignment will be shaded red and cannot be added.



We recommend that you add at least three characters to your party before venturing forth. You can add up to five player characters and during the game you can add up to three NPC followers. In addition, each player character can have an animal companion and/or a familiar if his class allows it. Remember that you can add and remove characters after you begin play (see Adding and Removing Player Characters on page 116), so don't worry too much about getting the perfect party when you start.

Start Your Adventure

To begin your game, click on the Begin Adventuring button. You will then be given an opportunity to buy equipment for your party members (see Bartering on page 21 for information on how to buy equipment). You will receive 500 gp to buy equipment regardless of the number of characters in your party, so big parties will have to budget themselves, while small parties can splurge a little. To switch who is buying, simply click on the character portrait along the bottom of the screen. In this way, everyone in your group can buy equipment.

After you have made your purchases and outfitted your group, you can select the memorized spells for any cleric, druid or wizard in the party. You can select spells in the Spell section of the Character/Inventory screen. After selecting spells, press the red arrow in the bottom-right corner and your adventure will begin with an opening vignette tailored to your party's alignment.

Note: If you do not select memorized spells for all cleric, druids, and wizards in the group before beginning the adventure, the game will prompt you to do so. You can also choose to let the game select spells for you.

Character Creation

To create a new character, click on the Create button on the Character Pool screen. Character creation requires a series of steps, which you progress through by clicking on buttons on the right side of the screen. As you complete each creation step, the Next button will light up, indicating you can click on it and advance to the next stage.

At any time during creation, you can back up to an earlier step to change or review previous choices by clicking on the appropriate button. You will need to repeat any intermediate stages. For example, if you are picking your class and want to change your race, click on the Race button. You will then need to reselect your gender, height and hair again before selecting class.

Step 1: Ability Scores

You need to select for your character the values of six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. These values are normally generated with four six-sided dice, with the lowest die roll discarded, for a range of 3 to 18. For information on ability scores, see Ability Scores on pages 24.

In Normal mode, you can choose to roll (and re-roll) your scores or to buy them directly. Point-buying allows you to customize your character's scores, but random rolling will eventually generate better scores.

If you choose to roll your scores, then six values will be randomly generated. You can arrange these any way you like by dragging a value from the right column to the chosen ability score box in the left column. If you don't like the numbers, you can re-roll until you're satisfied. However, the game keeps track of the number of rolls you make and displays this number on your character's Info Sheet.

You can also buy your ability scores directly in Normal mode. When you use this system, your character begins with all abilities at 8 and you are given 25 points to spend on raising your abilities. Abilities cost one point to raise for each score up to 14, two points for scores 15 and 16 and three points for scores 17 and 18. Click on the Advanced tab to use the point-buying method.

In Ironman mode, you can only roll your scores (no point buying is available) and you must accept the first roll. You can still choose how to arrange the scores, however.

Stage 2: Race

Pick one of the seven races for your character. Race affects some ability scores and determines a favored class (see Races on pages 27–33). It will also change the way your character looks in the game.

Stage 3: Gender

Like race, gender also determines your character's look. Gender will affect some dialog options, mostly in side quests, but the game is no more difficult to complete with one gender than the other.

Stage 4: Height

Select a height, which will vary depending on your character's race and gender. Height has no effect on your character's abilities.

Stage 5: Class

Select a starting class for your character. While selection of class is very important, bear in mind that your character is not necessarily restricted to one class forever, as she can change to a new class when she gains a level. (See Multiclass Characters on page 68.)

One bit of warning at this stage: The success of your character in a particular class is very dependent on ability scores. Low scores in important class abilities can make an ineffective character. Unless you are planning to play against the stereotype of a particular class, we recommend that you reserve your highest ability scores for the primary abilities of that class. (See Classes on pages 34–69 for details about class abilities.)

Stage 6: Alignment

Choose an alignment. While some classes recommend certain alignments (rogues tend to be more chaotic than lawful, as a group), some classes have alignment restrictions. Barbarians and bards may not be lawful, while monks must be lawful. Druids must have a neutral alignment and paladins are the most restricted of all — they must be lawful good.

Alignment affects your character's choice of deity, so it is a very important decision for clerics, who derive their domain powers and spells from their deities. Alignment will also affect dialog choices, both because some NPCs will treat you differently based on your alignment and because your alignment will vary the possible responses you can make. The availability of quests and even their solutions can be altered by a character's alignment. In short, alignment does matter.

Remember, when creating a party of player characters, the party alignment will limit which characters may adventure together. Consider which characters you may want to group together and select their alignments carefully so that such a group is possible.

Stage 7: Deity

Only deities appropriate to your character's class, race and alignment are available (the remaining choices are grayed out). Unlike other classes, clerics must choose a deity and a cleric's choice of deity is supremely important, as they derive their domain powers and spells from their deity. If you select "None" as the deity choice for any non-cleric character, that character may never multiclass as a cleric.

Stage 8: Features

Sometimes, as with the case of selecting a cleric's domains or a ranger's favored enemy, this information is required and you cannot complete this stage until you make a choice. In other cases, such as wizard school specialization, this selection is optional and you may skip this stage.

Stage 9: Feats

Select the one or more feats available to your character. Do this by dragging feats from the list on the left into the slots on the right. Some classes, such as fighters, have specific bonus feats available, which are colored gold. You may drag the gold-colored bonus feats into either the white or gold box on the right. (However, you may not drag regular white-colored feats to a gold-colored bonus feats box.)

Some feats have prerequisites and you may only select them when your character has achieved those prerequisites (usually another feat, skill or minimum ability score). These feats are colored gray if they are unavailable. For more information, see Feats on pages 76–94.

Stage 10: Skills

Use your character's skill points, which are dependent on her Intelligence score, class and race, to purchase ranks in various skills. Class skills (white) cost one skill point per rank, while cross-class skills (gold) cost two skill points per rank. At level 1, you may not raise a class skill above four ranks or a cross-class skill above two ranks. You must spend all of your skill points before continuing. For more information, see Skills on pages 70–75.

Stage 11: Spells

At this stage, you need to select spells for characters who are arcane spellcasters (bards, sorcerers and wizards). You must select the spells that are known to your spellcasters from the list of all arcane spells available for first-level casters. Later, before adventuring, you will select the spells that the character has actually memorized. For more information, see Start Your Adventure (page 8), Classes (pages 34–69) and Spells (pages 123–145).

Stage 12: Portrait

Select a portrait for your character from a list of all available portraits. Although some portraits are more appropriate for your character's race and gender, you are free to pick any portrait you like. This portrait is displayed in the party bar next to your health indicator and conditions. Portraits also indicate your initiative order in combat.

Stage 13: Voice/Name

Name your character and choose a voice. Your character will use this voice to respond to you when given orders, during combat, or randomly throughout your adventure.

And that's it! You've now made a D&D character!

PLAYING THE GAME

The game was designed with a minimal interface that still allows access to the richness and variety that D&D provides. You can perform most of the common actions in the game with a left-click or a right-click, followed by a menu selection.

Left-click on a location to move all selected characters there. Left-click on an NPC to begin dialog with that character. Left-click on an item to direct a character to pick up that item. Left-click on any other object to attempt to use that object. Left-click on a door or container to open it. Left-click on a corpse or a container to display its contents. To use a passage icon (which looks like doorways, stairs or ladders), left-click on it and it will transport the whole party, usually to a new map.

On the other hand (finger?), right-clicking accesses the Radial Menu, which gives you access to a whole host of character abilities and inventory. See Radial Menu on page 17 for more information.

Character Portraits

The character portraits along the bottom of the screen represent your current party, including any NPC followers you may have picked up. Each portrait displays that character's health as a red bar that decreases as that character takes damage. If the red bar ever reaches zero and disappears, your character is staggered (see Combat on pages 105-110). Any further damage, up to -10 hit points, will knock your character unconscious. Your character will die when his health drops to -10 hit points or below.

In addition, any nonlethal damage that a character takes is displayed as a blue bar. If the length of the nonlethal bar ever becomes longer than the red health bar (i.e. your character has taken more nonlethal damage than current hit points), that character will fall unconscious until she heals some of the nonlethal damage. Nonlethal damage goes away much faster than normal damage. A character heals one hit point of nonlethal damage per character level per hour.

Left-click on any portrait to select that character (as if you had left-clicked on the character) and center the screen on him. You can select more than one character by holding the Shift key while you left-click on additional character portraits. You can also use the "Select All" icon in the main icon bar (see Main Icon Bar on next page) to select the entire party.

Right-click on a character portrait to open that character's inventory.

In addition, you can use the character portraits as targets for spells. For example, when casting a Cure Light Wounds, you may select the character on screen or that character's portrait as the target to receive the healing.

Conditions

The character portraits also show various conditions that may be applied to your characters as you play. There are three kinds of conditions that can occur: temporary negative conditions, temporary positive conditions and other conditions.

Temporary negative conditions are any conditions that hurt your character or reduce his performance. Usually these conditions are the results of combat, such as when the character is poisoned by a giant snake bite or paralyzed by an enemy spell caster. However, some class abilities can lead to negative conditions, such as the fatigue that affects barbarians after they rage. All temporary negative conditions are displayed below your character's portrait.

Temporary positive conditions are any conditions that help your character. These conditions are always the result of using character abilities or using magic. For example, a bard may use a song to inspire courage in his fellow party members, who will all receive a temporary "Inspired Courage" condition. Or, a fighter may drink a potion of Bull's Strength and receive that condition. All temporary positive conditions are displayed above your character's portrait.

Other conditions in the game are shown directly on your character's portrait. These conditions are mostly combat-related, such as being stunned or flat-footed, or are potentially long lasting, such as being unconscious or dead. A fallen paladin also gains a condition shown directly on his character portrait, as a reminder to atone for his misdeeds.

Click on any condition icon to receive information about its effects and possible steps toward its removal.

Main Icon Bar

The main icon bar appears in the lower-right corner of the screen. It contains eight icons, most of which bring up a new interface: Select All, Formation, Logbook, Town/World Map, Rest/Camp, Help, Options and History. The bottom of the icon bar contains a clock, which graphically displays the time of day, or, when you hover the mouse cursor over it, the exact time and date.



Select All

This icon will select all of your party characters.

Formation

This icon will bring up an interface that lets you create up to four party formations and select an active formation. Use the numbered tabs along the top to select the active formation and change a formation by clicking and dragging the character portraits to different locations. The game will initialize your formations to several standard formations, but you are free to change these.



Logbook

The Logbook icon will bring up the Logbook interface, which is broken into five sections, accessible by the tabs the top of the Logbook: Quests, Reputations, Ego, Keys and Rumors.



Quests: The Quests section keeps track of all quests you have accepted or even heard mentioned. The quests are arranged by the location where you received them and these locations appear as tabs on the top of the left page. Each quest is listed on the left page — you may need to scroll if you have a lot of quests in that location.

Select a quest to see its status and a description on the right page. The status of a quest is Mentioned (you heard about the quest), Accepted (you have agreed to undertake the quest), Completed (you have finished the quest) or Botched (the quest is in a state where you can no longer complete it). You receive experience for a completed quest and sometimes you can “unbotch” a botched quest. For example, if you are supposed to rescue someone and they are killed, that quest is botched. But if you resurrect the person, the quest will be unbotched and you can try to complete it.

Reputations: The Reputations section is similar to the Quests section, in that reputations you have acquired are displayed on the left and information about the reputation is displayed on the right. The Logbook tracks when and where the reputation was received and what effect the reputation has on gameplay. See Reputations on page 116 for more information.

Ego: The Ego section of the Logbook keeps track of various party data, including combat stats, damage ranges and similar information. This data is arranged on the left page, with tabs to switch to different ego subsections. The right page shows the actual information. For example, you can select “Creatures Killed” under the Combat tab on the left side of the Ego page. The right side will then list every monster type that you have killed in the game and tabs on that page will let you sort these monsters by CR (Challenge Rating), Hit Dice or Name.

Keys: The Keys section is similar to the Quests and Reputations sections in that it shows all keys you have found on the left and information on the particular selected key on the right. **Note:** Unlike all other items in the game, keys do not go into personal character inventories, but instead become group property listed here in the Logbook. See Keys on page 96 for more information.

Rumors: The Rumors section records any rumors your characters have heard through the use of the Gather Information skill. Each rumor’s description is added to the Logbook, along with the time and date that you heard it. There may be more than two pages of rumors, so be sure to use the Page buttons at the bottom of the Logbook.

Town/World Map

The Town/World Map icon gives you access to an overview of your current location and other locations you have visited, as well as a World Map. The location maps, often called Town Maps, show the location you are in — areas you have not seen are blacked-out on the map. Select different locations using the menu on the right side.



Use the buttons along the bottom right to manipulate any Town Map. To center the map on your party (drawn as blue circles on the map), click on the first button. The second button lets you place note flags on the map. Simply click anywhere on the map and then type in a note to be attached to that flag. Hovering on the flag will display the note. You can delete note flags by clicking on the third button and then clicking on any note flag you want to delete. Click on the fourth button to zoom in and out of the town map by left-click dragging up and down or by using your mousewheel.

The World Map shows an overview of the entire game area, which includes villages, dungeons and several other locations of interest. Click on the button at the top right of the map window to display the World Map. Some locations (usually indoors or underground) do not allow you to access the world map, so you will have to travel to a location outside before you can get to the World Map.

You cannot randomly travel the World Map. Instead, you select a location, either by clicking on it on the World Map (such places appear as labeled red circles) or by selecting one of the location names on the list on the right. Your party will then travel to that location and their path of travel will be drawn as a series of dots. Each dot represents 15 minutes and around a third of a mile of travel. You may have random encounters while traveling and you may avoid these if one of your characters’ Survival skill is high enough (see Survival on page 75). When you arrive safely at your destination, the game will drop back to the main interface, centering on the party at the entrance point of the new location.

The Current Map button on the World Map window will take you back to the Town Map for your current location. The button on the bottom will do that and center the Town Map on your party’s location.

Rest/Camp

The Rest/Camp icon lets you “fast-forward” time, either a set amount, in days and hours, or until a condition is met. Click on the Pass Time or Rest button after making your selection, or click on Cancel to go back to the game.

Note: While you can pass time anywhere, you are only allowed to rest in certain locations (usually at inns, if you pay first, or in the wilderness or in dungeons). If the Rest/Camp icon looks like a watch, you can only pass time. If it looks like a tent, you can rest. You must rest to heal and recover spells.

Before resting, look carefully at the Tent icon. If the background is green, you can rest safely without interruption. However, if it is yellow, you may have a random encounter while you rest. The type of encounter you have will depend on your location and you cannot avoid it with the Survival skill.

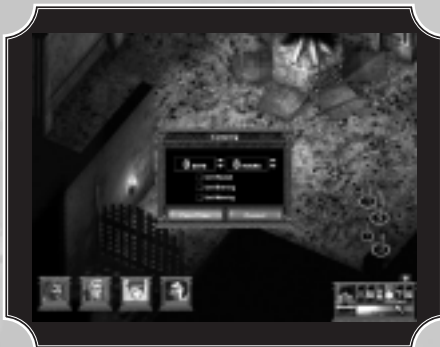
Help

The Help icon activates the in-game help system. In this interface, you can access nearly every facet of the game, including the 3.5 D&D rules and definitions. The interface works like a web browser and links appear as blue text. Click on any blue text to access more detailed information on that topic.

The six blue buttons along the bottom allow you to move through the database. The first two buttons are similar to a browser’s back and next buttons. The third button is a home button and takes you to the topmost page of the database. The last three buttons move you to the topic before, above or after the current topic.

Options

The Options Menu allows you to change your video, audio and preferences settings. You can change options either from the Main Menu, before starting a game or from within a game using the Options icon on the main icon bar. **Note:** The Video and Audio settings are configuration settings and therefore are set for every game, while Preferences settings apply just to the game you are playing (or the next game you start, if you are at the Main Menu).



History

The History icon brings up a scrollable history of all die rolls in the game. Combat attack rolls, damage rolls, saving throws and skill and ability checks are all in there. In addition, the help system is linked to this window, so any blue-colored text is actually a link into the help database that you can click on to get more information.

History is a great way of seeing “what’s going on under the hood,” so to speak and it’s a great way to learn the D&D system. After a combat turn, you can use History to see how all rolls were made and what bonuses applied to them. You can also see how skill checks were made outside of combat, such as when you are picking a lock or disabling a trap.

Radial Menu

The Radial Menu allows you to access the abilities, item powers and combat options of any character — simply right-click to display the Radial Menu for the currently selected character. As you move the mouse over each selection, an array of choices will fan out. You can select some of these choices with a left click, while others will fan out into more choices. Right-click anywhere off of the Radial Menu to close it.

Radial Menu choices are class-dependent. For example, a character that is not a spellcaster will not see a section for spells. There are six possible Radial Menu sections:

Inventory

This lets you open the character’s Inventory screen or use certain items in his inventory, such as a potion, scroll or wand. If you select an item that requires a target, the game will enter a targeting mode for that item.

Skills

This shows all active skills for the character. Note that the skills Move Silently and Hide are activated with the single menu selection of “Sneak.”

Feats

This shows all active feats available to the character.

Spells

This shows all of the current spells that the character can cast, categorized by class and level. If the spell requires a target, the game will enter a targeting mode for that spell when selected. If the character class allows for spontaneous casting (i.e. for clerics and druids), holding down the Shift key while selecting a spell from the Radial Menu will spontaneously cast the appropriate spell.

Abilities

This shows activated class features, such as a wizard calling his familiar, as well as some miscellaneous capabilities, like talking to followers.

Combat

This allows you to specify combat actions and options for the character. It has four main subsections:

Options: This lets you activate combat options for the selected character. Options toggle ON or OFF (as shown by the check mark) when you select them. These options are:

- **AutoEnd Turn:** The character's combat turn will automatically end when he has no more actions he can perform.
- **Deal Nonlethal Damage:** The character will attempt to perform nonlethal damage with his fists or melee weapon. **Note:** This defaults to the unchecked version of the optional attack method for the current weapon. For example, a sword will show an unchecked "Deal Nonlethal Damage" box, but an unarmed attack for a non-monk will show an unchecked "Deal Normal Damage" box.
- **Fight Defensively:** The character will take a defensive stance against an opponent, which raises his AC, but lowers his attack chances. See Fight Defensively on page 112 for more information.
- **Cast Defensively:** The character will cast all spells defensively when this option is checked. See Cast Defensively on page 111 for more information.

Tactical: This allows you to pick among several tactical combat actions, including:

- **Ready vs. Spell:** The character will gain an attack if your chosen target begins to cast a spell.
- **Ready For Counterspell:** The character will get an opportunity to attempt to counter a spell if your chosen target begins to cast a spell (see Counterspell on page 116 for more information).
- **Ready vs. Approach:** The character will gain an attack on the first creature to enter his threat range.
- **Ready vs. Withdraw:** The character will gain an attack on the first creature to attempt to exit his threat range.
- **Feint:** See Feint on page 109.
- **Total Defense:** See Total Defense on page 109.

Offense: This offers most of the combat actions (see Combat on pages 105–112) such as coup de grace, trip attack, charge attack, full attack and single attack.

Movement: This section allows you to pick any of the move actions (see Movement on page 109) such as run, withdraw, move (see page 23), and 5-foot step.

In combat you are limited to one standard action and one move action per turn, therefore selections on the Radial Menu are color-coded to help you make tactical decisions. You can choose green selections and then make another selection when that action is complete. Yellow actions mean you can choose them, but then you cannot perform subsequent actions during that round, except for free actions (see Free Actions on page 110). Red means you cannot choose that action.

For example, using a wand may be colored green, since it is a standard action. After using that wand (or performing any other standard action), that and other standard action selections will turn red, meaning you cannot select them again that turn.

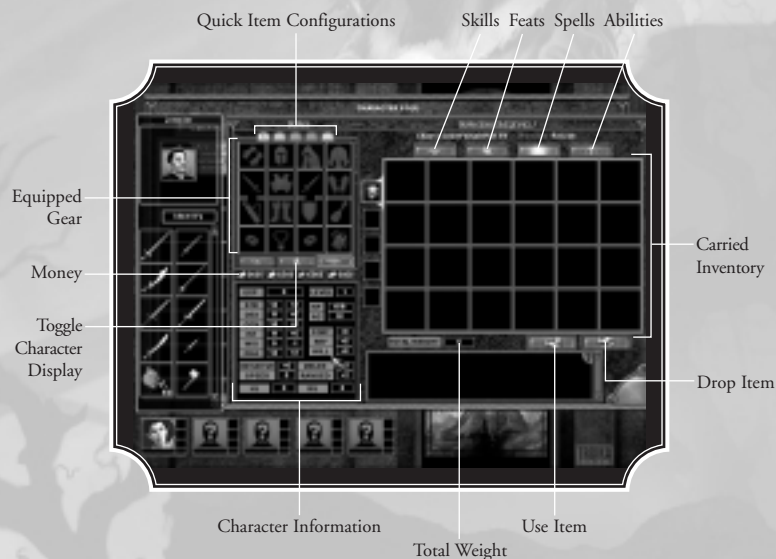
Hotkeys and the Radial Menu

You can assign hotkeys to any Radial Menu selection by pressing Ctrl and the key you wish to assign. The Radial Menu will appear and you can click any menu action you want. Later, whenever you press that key, that menu action will be performed, if possible. If you assign a hotkey to a Radial Menu entry that uses a checkbox or slider, the checkbox will toggle ON or OFF or the slider will move between its minimum and maximum values when you press the key.

Hotkey assignments are global — if you assign a hotkey for one character, it has the same effect for other characters. If the hotkey is not applicable for the currently selected character, then nothing happens. Hotkey assignments are saved with your save game.

Character/Inventory Screen

Access the Character/Inventory screen by key command (see Keyboard Commands on page 1), or by selecting the Inventory tab on the Radial Menu. You can also access this screen by right-clicking on a character's portrait. This interface is used mainly to manipulate the character's inventory, but you can also access all basic character information and change memorized spells, when appropriate.



Your character's equipped gear is shown in the upper left. It contains slots for gloves, headgear, cloak, robes, left weapon, torso armor, right weapon/shield, bracers, ammunition, boots, buckler, bardic instrument, left ring, necklace, right ring and thieves' tools. If you have a magic item that a character must wield to have an effect, then you must place it into one of these positions before you will gain its effect. Also, note that carrying a shield will prevent an item from going into your right weapon position and vice versa.

The five tabs along the top allow access to different equipped-items configurations, which you can set up in advance and then quickly swap configurations using the tabs. To create a configuration, simply drag items into their positions. When you switch away from a configuration, all equipped items return to your Inventory. When you switch back to a configuration, all of its previously equipped items are re-equipped.

The three buttons underneath the wielded inventory are used to toggle between the character's 3D model to his portrait and back to his equipped inventory. Below these buttons are the displays for the party money, in stacks of platinum, gold, silver and copper. The bottom left panel shows character information, such as experience points, level, ability scores, hit points, armor class and various bonuses.

On the right side of the Character/Inventory screen is your character's carried inventory grid. The vertical tabs toggle between the inventory backpack and any bags the character is carrying (up to four). The number below the grid is the total weight of carried items. There are also two icons for letting you use and drop items. Drag an item to the Use Item icon and the window will close, then the game acts as if you had selected the item to use from the Radial Menu. If you drag an item to the Drop Item icon, the item is removed from that character's inventory and placed on the ground at the character's location.

You may use the right mouse button to quickly move inventory around. When looting, a right-click will send the item into your character's Inventory. In Inventory, right-click on a wielded item to send it back into Inventory. Right-click on an unwielded item to attempt to equip that item, possibly displacing an item already worn (which will return to your Inventory). As a safeguard, you cannot right-click to buy and sell items while bartering.

The top tabs allow you to examine the skills, feats, spells and abilities of the character. Spellcasters (apart from bards and sorcerers) can change their memorized spells by dragging spells from the known spells list on the left to the memorized spells list on the right. The spells on the memorized list will replace the existing memorized spells (accessed from the Radial Menu) after the character rests for eight hours.

Dialog

The Dialog window opens whenever you talk to an NPC. The top pane of the window shows the conversation thread so far, alternating between lines the NPC has said and lines your character has said. The bottom pane displays all of the current responses. **Note:** An icon appears to the left of any line that uses a dialog skill, such as Diplomacy.

The Dialog History button in the upper right displays a record of several previous conversations.

Bartering

Some NPCs will barter with you, as indicated by their conversation. The bartering interface looks very similar to the character inventory with an extra pane on the left side for the NPC's inventory. Hovering over any item in your character's inventory will display the price that the NPC will buy it for and hovering over any item in the NPC's inventory will tell you what the NPC will sell it for. To buy or sell an item, simply drag it from one inventory to the other. In some cases, the NPC will refuse to buy or sell an item and he will tell you if that is the case.

All shopkeepers can identify magic items, for a price. Simply click the Identify button and you will get a special identify cursor. Click on any unidentified magic item in your inventory and for 100 gp the shopkeeper will identify it. All unidentified magic items sell for the same (low) price. If you want the best price from a shopkeeper, be sure to get your items identified first.

Also, note that the same item can display different prices at different shopkeepers. Three things affect the price of an item. First, every shopkeeper sets his own prices, so some will be a little more expensive or a little cheaper than others. Second, your own Appraise skill affects the prices you see, so try to sell items with the character with the highest Appraise skill level. Lastly, shopkeepers will offer lower prices to buy items that they normally do not sell, so for example you will get a lower price for selling a sword to the moneychanger than to the smith and you will get a lower price for selling leather armor to the smith than to the tanner. If you want the best prices, it pays to shop around.

Leveling-Up Interface

When a character gains enough experience to advance a level, an icon appears on his character portrait. Click on his portrait to bring up the leveling up interface. This interface is similar to the creation interface, except there are fewer stages.

Stage 1: Class

At the beginning of leveling up, you must pick the class that you want to raise one level. You can pick the character's current class, or you can switch to a new class. **Note:** Some classes will not be available, due to alignment restrictions. Remember, you can never add the Cleric class to a character who has no deity.

Stage 2: Stats

Every fourth level, you can raise an ability score by one point.

Stage 3: Features

Some classes get special abilities (sometimes optional) at certain levels. For example, a level 1, 5 or 10 ranger must pick a favored enemy and a level 2 ranger must pick a combat style.

Stage 4: Skills

Spend your new skill points for your character at a cost of one point per class skill and two points per cross-class skill. Skill points do not carry over — you must spend all skill points before continuing.

Stage 5: Feats

All classes get a new feat every third level. Fighters get an additional fighter-specific feat at 2nd level, and every two fighter levels thereafter.

Stage 6: Spells

If your raised class is an arcane spellcaster and thus keeps a list of known spells, pick new spells. Note that these new spells are known spells, not memorized ones. Wizards and divine spellcasters will still need to select new spells to memorize.

When you have completed all stages, click on the Finish button and your character will level up. In addition to the new abilities you have selected, your character will also automatically gain hit points, attack and saving throw bonuses and other abilities (such as the number of spells he can cast each day).

Other Commands

Quicksave / Quickload

Press the F12 key while playing to Quicksave your game. This one-stroke process saves your current progress in a saved game called “Auto-save.” Press F9 at any time to Quickload that saved game. Quickload does nothing if you haven’t previously saved your game using the Quicksave function.

Scroll Camera

When in the main game view, you can scroll the camera by moving your mouse against any edge of the screen. Alternatively, you can use the arrow keys to move the camera in the specified direction.

Highlight Usable Objects

Press the TAB key to highlight all usable objects on the screen, which makes it easier for you to see and target them. Usable objects include doors, chests, corpses and items lying on the ground.

Special Combat Interface

Combat Mode Toggle

Press the combat mode toggle key (C) to begin turn-based combat, if your characters are not otherwise engaged. Any nearby creatures will be included in combat. If there are no hostile creatures nearby and your party is in combat mode, you may toggle it OFF using the same key.

Initiative Bar

The Initiative bar appears along the top of the screen when combat begins. Each combatant’s portrait appears on this bar in the order of highest initiative roll, from left to right. Each portrait will highlight when it is that character’s turn to act. When the last combatant in the round has acted, the next round begins and the first character on the bar takes his next turn.

You may move your party’s character portraits on the bar by clicking and dragging the portrait to a new position during that character’s turn, effectively changing his initiative level. This is the Delay action, described on page 110.

Action Bar

The Action bar appears on the left side of the screen during combat, when it is your turn to control one of your characters. The Action bar shows you how much of your move action remains and if you can still perform a standard action after moving. As you move your cursor, the action bar will indicate how much of your move action is used by reducing the amount of the green area. When the bar turns from green to yellow, the character can only perform movement actions.

The action bar has a red End Turn button at the bottom of it. Click on this button during one of your character’s combat turns to immediately end that character’s turn.

Move Mode and Waypoints

During one of your character’s combat turns, you may hold the ALT key (or select the Move mode from the radial menu) while left-clicking on locations. The ALT key triggers a “move mode,” which tells the computer that you wish to target a location and not most usable objects (see below). The computer will display your character’s path in real time as you hover over locations with the mouse cursor. You may perform multiple left-clicks, in order to set waypoints that specifically control the path your character will take. Your character will begin to move when you left-click the same location twice in a row.

Note: Even if you click within the bounding circle of most usable objects, such as doors and dead creatures, the computer will only attempt to move your character as close as possible to the specified location. However, you can click on container objects, such as chests, and on items and non-dead creatures, but you may only click on their bounding circles (the circle at their feet), not their bounding cylinders (their whole bodies). This allows you to target a creature that is standing behind a larger creature that obscures it.

ABILITY SCORES

Characters are defined by six ability scores. The Abilities Modifiers and Bonus Spells table on page 26 shows the modifier that each score gets and if the ability is used to control bonus spells, how many bonus spells each score provides.

Strength (STR)

Strength measures your character's muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers and monks because it helps them to prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Melee attack rolls
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (**Exceptions:** Off-hand attacks receive only one-half of the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

Dexterity (DEX)

Dexterity measures hand-eye coordination, agility, reflexes and balance. This ability is most important for rogues, but it's also high on the list for characters that typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards and sorcerers). It is also critical for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- The Hide, Move Silently, Open Lock, Sleight of Hand and Tumble skills have Dexterity as their key ability.

Constitution (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so it is an important ability for any class.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1 — that is, a character always gains at least one hit point each time he or she advances in level).

- Fortitude saving throws, for resisting poison and similar threats.
- Constitution is the key ability for the Concentration skill and is therefore important for spellcasters.

Intelligence (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards, because it affects how many spells they can cast, how hard their spells are to resist and how powerful their spells can be. It's also important for any character that wants to have a wide assortment of skills.

A wizard gains bonus spells based on his or her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

You apply your character's Intelligence modifier to:

- The number of skill points gained each level. (But your character always gets at least one skill point per level.)
- The Appraise, Disable Device, Search and Spellcraft skills all have Intelligence as their key ability.

Wisdom (WIS)

Wisdom describes a character's willpower, common sense, perception and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. An "absentminded professor" has low Wisdom and high Intelligence. A simpleton (low Intelligence) might still have great insight (high Wisdom). Wisdom is the most important ability for clerics and druids and it is also important for paladins and rangers. If you want your character to have acute senses, give him high Wisdom.

Clerics, druids, paladins and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

You apply your character's Wisdom modifier to:

- Will saving throws, for negating the effects of charm person and other spells.
- The Heal, Listen, Sense Motive, Spot and Survival skills all have Wisdom as their key ability.

Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers and bards. It is also important for clerics, since it affects their ability to turn undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Gather Information, Intimidate, Perform and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning checks for clerics and paladins attempting to turn zombies, vampires and other undead.

Ability Modifiers and Bonus Spells

Score	Modifier	0	1st	2nd	3rd	4th	5th
1	−5	Can't cast spells tied to this ability					
2—3	−4	Can't cast spells tied to this ability					
4—5	−3	Can't cast spells tied to this ability					
6—7	−2	Can't cast spells tied to this ability					
8—9	−1	Can't cast spells tied to this ability					
10—11	0	—	—	—	—	—	—
12—13	+1	—	1	—	—	—	—
14—15	+2	—	1	1	—	—	—
16—17	+3	—	1	1	1	—	—
18—19	+4	—	1	1	1	1	—
20—21	+5	—	2	1	1	1	1
22—23	+6	—	2	2	1	1	1
24—25	+7	—	2	2	2	1	1
26—27	+8	—	2	2	2	2	1
28—29	+9	—	3	2	2	2	2
30—31	+10	—	3	3	2	2	2
32—33	+11	—	3	3	3	2	2
34—35	+12	—	3	3	3	3	2
36—37	+13	—	4	3	3	3	3
38—39	+14	—	4	4	3	3	3
40—41	+15	—	4	4	4	3	3
42—43	+16	—	4	4	4	4	3
44—45	+17	—	5	4	4	4	4
Etc...							

RACES

There are seven races to choose and each one has a different set of ability adjustments and a different favored class. Ability adjustments are applied to your character when you select a race during character creation. **Note:** Humans and half-elves have no inherent strengths or weaknesses and get no ability adjustments at all.

A character's favored class does not count against him or her when determining experience point penalties for multiclassing. For example, as a halfling rogue, Lidda can add a second class later on (becoming a multiclass character) without worrying about an XP penalty, because rogue is the favored class for halflings. **Note:** Humans and half-elves do not have a favored class. Instead their highest-level class, whatever it may be, is not counted when determining if there is an experience point penalty for that character.

Racial Ability Modifiers and Favored Classes

Races	Ability Adjustments	Favored Class
Human	None	Any
Dwarf	+2 Constitution, −2 Charisma	Fighter
Elf	+2 Dexterity, −2 Constitution	Wizard
Gnome	+2 Constitution, −2 Strength	Bard
Half-elf	None	Any
Half-orc	+2 Strength, −2 Intelligence, −2 Charisma	Barbarian
Halfling	+2 Dexterity, −2 Strength	Rogue

Humans

Most humans are the descendants of pioneers, conquerors, traders, travelers, refugees and other people on the move. As a result, human lands are home to a mix of people who are physically, culturally, religiously and politically different. Hardy or fine, light-skinned or dark, showy or austere, primitive or civilized, devout or impious, humans run the gamut.

Physical Description

Humans typically stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds, with men noticeably taller and heavier than women. Humans have short life spans, reaching adulthood at about age 15 and rarely living even a single century.

Alignment

Humans favor no particular alignment — the best and the worst are found among them.

Religion

Unlike members of the other common races, humans do not have a chief racial deity. Pelor, the sun god, is the most commonly worshiped deity in human lands, but he can claim nothing like the central place that the dwarves give Moradin or the elves give Corellon Larethian in their respective pantheons.

Racial Traits —————

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- One extra feat at 1st level.
- Four extra skill points at 1st level and one extra skill point at each additional level.
- **Favored Class:** Any. When determining whether a multiclass human takes an experience point penalty, her highest-level class does not count.

Dwarves

Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishments, their knowledge of the earth's secrets, their hard work and their capacity for drinking ale. Their mysterious kingdoms, carved from the insides of mountains, are renowned for the marvelous treasures that they produce as gifts for trade.

Physical Description —————

Dwarves stand only 4 to 4 1/2 feet tall, but they are so broad and compact that they are, on average, almost as heavy as humans. Dwarf men are slightly taller and noticeably heavier than dwarf women. Dwarf men value their beards and groom them very carefully. Dwarves are considered adults at about age 40 and they can live to be more than 400 years old.

Alignment —————

Dwarves are usually lawful and they tend toward good. Adventuring dwarves are less likely to fit the common mold, however, since they're more likely those who didn't fit perfectly into dwarven society.

Religion —————

The chief deity of the dwarves is Moradin, the Soul Forger. He is the creator of the dwarves and he expects his followers to work for the betterment of the dwarf race.

Racial Traits —————

- +2 Constitution, –2 Charisma.
- **Medium:** As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- **Weapon Familiarity:** Dwarves may treat dwarven war axes as martial weapons rather than exotic weapons.
- **Stability:** +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.
- +2 racial bonus on saving throws vs. poison.

- +2 racial bonus on saving throws vs. spells and spell-like effects.
- +1 racial bonus on attack rolls vs. orcs and goblinoids.
- +4 dodge bonus to Armor Class vs. giant-type creatures, such as ogres, trolls and hill giants.
- +2 racial bonus on Appraise checks related to stone or metal items.
- **Favored Class:** Fighter.

Elves

Elves mingle freely in human lands, always welcome yet never at home. They are well known for their poetry, dance, song, lore and magical arts. Elves favor things of natural and simple beauty. When danger threatens their woodland homes, however, elves reveal a more martial side, demonstrating skill with sword, bow and battle strategy.

Physical Description —————

Elves are short and slim, standing about 4 1/2 to 5 1/2 feet tall and typically weighing 95 to 135 pounds, with elf men the same height as and only marginally heavier than elf women. They are graceful but frail. An elf reaches adulthood at about 110 years of age and can live to be more than 700 years old. Elves do not sleep, as other members of other common races do. Instead, an elf meditates in a deep trance for four hours a day.

Alignment —————

Since elves love freedom, variety and self-expression, they lean strongly toward the gentler aspects of chaos. Generally, they value and protect others' freedom as well as their own and they are more often good than not.

Religion —————

Above all others, elves worship Corellon Larethian, the Protector and Preserver of life. Elven myth holds that it was from his blood, shed in battle with Gruumsh, the god of the orcs, that the elves first arose.

Racial Traits —————

- +2 Dexterity, –2 Constitution.
- **Medium:** As Medium creatures, elves have no special bonuses or penalties due to their size.
- Immunity to magic sleep spells and effects and a +2 racial saving throw bonus against enchantment spells or effects.
- **Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow and shortbow as bonus feats.
- +2 racial bonuses on Listen, Search and Spot checks. An elf who merely passes within five feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Favored Class:** Wizard.

Gnomes

Gnomes are welcome everywhere as technicians, alchemists and inventors. Despite the demand for their skills, most gnomes prefer to remain among their own kind, living in comfortable burrows beneath the rolling, wooded hills where animals abound.

Physical Description

Gnomes stand 3 to 3 1/2 feet tall and weigh 40 to 45 pounds. Gnomes reach adulthood at about age 40 and they typically live about 350 years, though some can live almost 500 years.

Alignment

Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars or investigators. Those who tend toward chaos are minstrels or wanderers. Gnomes are good-hearted and even the tricksters among them are more playful than vicious. Evil gnomes are as rare as they are frightening.

Religion

The chief gnome god is Garl Glittergold, the Watchful Protector.

Racial Traits

- +2 Constitution, –2 Strength.
- **Small:** As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 bonus on Hide checks, but he must use smaller weapons than humans use and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- +2 racial bonus on saving throws vs. illusions.
- Add +2 to the Difficulty Class for all saving throws against illusion spells cast by gnomes.
- +1 racial bonus on attack rolls against goblinoids (goblins, hobgoblins and bugbears).
- +4 dodge bonus to Armor Class against giant-type creatures, such as ogres, trolls and hill giants.
- +2 racial bonus on Listen checks.
- **Favored Class:** Bard.

Half-Elves

Humans and elves sometimes wed, the elf attracted to the human's energy and the human to the elf's grace. These marriages end quickly because a human's life is so brief (compared to an elf's life span of hundreds of years), but they leave an enduring legacy — half-elf children. The life of a half-elf can be hard. Most find places for themselves eventually in human lands, but some feel like outsiders all their lives.

Physical Description

Half-elves range from under 5 feet to about 6 feet tall and weigh from 100 to 180 pounds. Half-elf men are slightly taller and heavier than half-elf women. A half-elf reaches adulthood at age 20 and can live to be more than 180 years old.

Alignment

Half-elves share the chaotic bent of their elven heritage, but, like humans, they tend toward good and evil in equal proportion. Like elves, they value personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands and sometimes prove unreliable, or at least unpredictable.

Religion

Half-elves raised among elves follow elven deities, principally Correlon Larethian. Those raised among humans follow Ehlonna.

Racial Traits

- **Medium:** As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to sleep spells and similar magical effects and a +2 racial bonus on saving throws vs. enchantment spells or effects.
- +1 racial bonus on Listen, Search and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them.
- +2 racial bonus on Diplomacy and Gather Information checks.
- **Favored Class:** Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

Half-Orcs

In the wild frontiers, tribes of humans and orc barbarians live in uneasy balance, fighting in times of war and trading in times of peace. Half-Orcs who are born in the frontier may live with either human or orc parents, but they are nevertheless exposed to both cultures. Some, for whatever reason, leave their homeland and travel to civilized lands, bringing with them the tenacity, courage and combat prowess that they developed in the wilds.

Physical Description

Half-orcs stand between 6 and 7 feet tall and usually weigh between 180 and 250 pounds. Many half-orcs have scars, whether as symbols of pride or shame. Half-orcs mature a little faster than humans and age noticeably faster. They reach adulthood at age 14 and few live longer than 75 years.

Alignment

Half-orcs inherit a tendency toward chaos from their orc parents, but, like their human parents, they favor good and evil in equal proportions. Half-orcs raised among orcs and willing to live out their lives with them are usually the evil ones.

Religion

Like orcs, many half-orcs worship Gruumsh, the chief orc god and archenemy of Corellon Larethian, god of the elves. Half-orcs who want to solidify their connection to their human heritage, on the other hand, follow human gods and they may be outspoken in their shows of piety.

Racial Traits

- +2 Strength, –2 Intelligence, –2 Charisma.
- **Medium:** As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- **Favored Class:** Barbarian.

Halflings

Halflings are clever, capable opportunists. Halfling individuals and clans find room for themselves wherever they can. Often they are strangers and wanderers and others react to them with suspicion or curiosity. Depending on the clan, halflings might be reliable, hardworking citizens, or they might be thieves just waiting for the opportunity to make a big score and disappear in the dead of night. Regardless, halflings are cunning and resourceful survivors.

Physical Description

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. A halfling reaches adulthood at the age of 20 and usually lives into the middle of her second century.

Alignment

Halflings tend to be neutral. While they are comfortable with change (a chaotic trait), they also tend to rely on intangible constants, such as clan ties and personal honor (a lawful trait).

Religion

The chief halfling deity is Yondalla, the Blessed One, protector of the halflings. Halflings also recognize countless lesser gods, who rule over individual villages, forests, rivers, lakes and so on. The halflings pay homage to these deities to ensure safe journey as they travel from place to place.

Racial Traits

- +2 Dexterity, –2 Strength.
- **Small:** As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 bonus on Hide checks, but she must use smaller weapons than humans use and her lifting and carrying limits are three quarters of those of a Medium character.
- Halflings base land speed is 20 feet.
- +2 racial bonus on Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws vs. fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial attack bonus with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- **Favored Class:** Rogue.

CLASSES

There are 11 classes from which to choose, each with different features, skills, restrictions on alignment and so forth. There are some level-dependent benefits that all classes share, as shown in the table below. This table also shows the minimum experience point total needed to attain each level.

Class Experience Points and Bonuses

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Score Increases
1st	0	4	2	1st	—
2nd	1,000	5	2.5	—	—
3rd	3,000	6	3	2nd	—
4th	6,000	7	3.5	—	1st
5th	10,000	8	4	—	—
6th	15,000	9	4.5	3rd	—
7th	21,000	10	5	—	—
8th	28,000	11	5.5	—	2nd
9th	36,000	12	6	4th	—
10th	45,000	13	6.5	—	—

In addition to these benefits, all classes gain the following increases at each level:

- An additional hit die is rolled for hit points
- Base attack bonus is raised
- Saving throw bonuses increase
- New skill points
- Special class features are gained or improved
- Arcane spellcasters learn additional spells
- All spellcasters can cast an additional number of spells

The exact benefit (such as what kind of hit die is rolled for hit points) varies by class.

Barbarian

From the frozen wastes of the north and the hellish jungles of the south come brave, even reckless warriors. Civilized people call them barbarians or berserkers and suspect them of mayhem, impiety and atrocities. These "barbarians" have proven their mettle and their value to those who would be their allies.

Characteristics: The barbarian is an excellent warrior. The fighter's skill in combat comes from training and discipline, however, the barbarian has a powerful rage. Barbarians are at home in the wild and they run at great speed.

Alignment: Barbarians are never lawful. They may be honorable, but at heart they are wild. This wildness is their strength and it could not live in a lawful soul. At best, barbarians of chaotic alignment are free and expressive. At worst, they are thoughtlessly destructive.

Other Classes: As people of the wild, barbarians are most comfortable in the company of rangers, druids and clerics who worship nature deities. Many barbarians admire the talents of bards and are enthusiastic about music. However, barbarians don't trust what they don't understand, which includes the practices of wizards. They are more tolerant toward sorcerers, perhaps because sorcerers are so charismatic. Barbarians have little in common with the practical, deliberate approach to combat that monks take, but these two classes are not necessarily hostile to one another. Barbarians have no special attitude toward fighters, paladins, clerics, or rogues.

Role: A barbarian's typical primary role in a group of adventurers is as a front-line combat specialist. No other character can match a barbarian's sheer toughness. He can also serve as a good scout, thanks to his speed, skill selection and trap sense.

Abilities: Strength is important for barbarians, because it boosts combat capabilities. Dexterity is also useful to barbarians, especially those who wear light armor. Wisdom is important for several of the barbarian's class skills. A high Constitution score lets a barbarian rage longer (and live longer, because it gives him more hit points).

Hit Die: d12

Class Skills

- Intimidate, Listen and Survival.
- Skill Points at 1st Level: (4 + Int modifier) ×4.
- Skill Points at Each Additional Level: 4 + Int modifier.

The Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast Movement, Rage 1 time/day
2nd	+2	+3	+0	+0	Uncanny Dodge
3rd	+3	+3	+1	+1	Trap Sense +1
4th	+4	+4	+1	+1	Rage 2 times/day
5th	+5	+4	+1	+1	Improved Uncanny Dodge
6th	+6/+1	+5	+2	+2	Trap Sense +2
7th	+7/+2	+5	+2	+2	Damage Reduction 1/—
8th	+8/+3	+6	+2	+2	Rage 3 times/day
9th	+9/+4	+6	+3	+3	Trap Sense +3
10th	+10/+5	+7	+3	+3	Damage Reduction 2/—

Class Features

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor and shields.

Fast Movement: A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed due to any load carried or armor worn.

For example, a human barbarian has a speed of 40 feet rather than 30 feet when wearing light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 30 feet. A halfling barbarian has a speed of 30 feet, rather than 20 feet, in light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 20 feet.

Rage: A barbarian can fly into a screaming blood frenzy a certain number of times per day. While raging, a barbarian gains phenomenal strength and durability but becomes reckless and less capable of defending himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus on Will saves, but he takes a –2 to AC.

The Constitution bonus increases the barbarian's hit points by two points per level, but these hit points disappear once the rage ends, at which point his Constitution score drops back to normal.

While raging, a barbarian cannot use skills or abilities that require patience or concentration (such as casting a spell or moving silently). He can use any feat he has except for Combat Expertise, item creation feats, metamagic feats and Skill Focus.

A fit of rage lasts for the number of rounds equal to 3 + the character's newly improved Constitution modifier. At the end of the rage, the barbarian loses the rage modifiers and restrictions, and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the same number of rounds as the rage lasted.

A barbarian can fly into a rage only once per encounter. At 1st level, he can use his rage ability once per day, twice at 4th level and a maximum of three times per day at 8th level. Entering a rage can only be done during the barbarian's action, not in response to someone else's action. For example, a barbarian can't fly into a rage when struck by an arrow just to get the extra hit points from the Con bonus. Those extra hit points would only be helpful if the barbarian initiated a rage before being struck.

Uncanny Dodge: At 2nd level, a barbarian gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Note: If a barbarian already has Uncanny Dodge from a different class, he automatically gains Improved Uncanny Dodge (see below) instead.

Trap Sense: Starting at 3rd level, a barbarian has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (at 6th and 9th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge: At 5th level and higher, a barbarian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

If a character already has Uncanny Dodge (see above) from a second class, the character automatically gains Improved Uncanny Dodge instead and the levels from the classes that grant Uncanny Dodge stack to determine the minimum rogue level required to flank the character.

Damage Reduction: At 7th level, a barbarian gains the ability to shrug off some amount of injury from each blow or attack. One point of damage is subtracted each time a barbarian is dealt damage from a weapon or natural attack. At 10th level, the damage reduction rises by one point, so two points of damage is subtracted at that level. Damage reduction can reduce damage to 0 but not below 0.

Bard

It is said that music has a special magic and the bard proves that saying. Wandering across the land, gathering lore, telling stories, working magic with his music and living on the gratitude of his audience — such is the life of a bard. When change or opportunity draws them into a conflict, bards serve as diplomats, negotiators, scouts and spies.

Characteristics: A bard brings forth magic from his soul, not from a book. He can cast only a small number of spells, but he can do so without selecting or preparing them in advance. His magic emphasizes charms and illusions over the more dramatic evocation spells that wizards and sorcerers often use.

In addition to spells, a bard works magic with his music and poetry. He can encourage allies, hold his audiences rapt, and counter magical effects that rely on speech or sound.

Bards have some of the same skills as rogues, although bards are not as focused on skill mastery as rogues are. A bard listens to stories as well as telling them, of course, so he has a vast knowledge of local events and noteworthy items.

Alignment: Any nonlawful. Bards are wanderers, guided by whim and intuition rather than by tradition or law. The spontaneous talent, magic and lifestyle of the bard are incompatible with a lawful alignment.

Other Classes: A bard works well with companions of other classes. He often serves as the spokesperson of the party, using his social skills for the party's benefit. In a party without a wizard or sorcerer, a bard contributes his magic. In a party without a rogue, a bard uses rogue skills.

Role: The bard is perhaps the ultimate generalist. In most adventuring groups, he works best in a supporting role. The bard makes all the other characters better at what they do and can often fill in for another character when needed.

Abilities: Charisma determines how powerful a spell a bard can cast, how many spells he can cast per day and how difficult those spells are to resist. Charisma, Dexterity and Intelligence are important for many of the bard's class skills.

Hit Die: d6

Class Skills

- Appraise, Tumble, Bluff, Concentration, Diplomacy, Gather Information, Hide, Listen, Move Silently, Perform, Sense Motive, Sleight of Hand, Spellcraft and Use Magic Device.
- Skill Points at 1st Level: (6 + Int modifier) ×4.
- Skill Points at Each Additional Level: 6 + Int modifier.

The Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1
2nd	+1	+0	+3	+3	
3rd	+2	+1	+3	+3	Inspire Competence
4th	+3	+1	+4	+4	
5th	+3	+1	+4	+4	
6th	+4	+2	+5	+5	Intimidate
7th	+5	+2	+5	+5	
8th	+6/+1	+2	+6	+6	Inspire Courage +2
9th	+6/+1	+3	+6	+6	Inspire Greatness
10th	+7/+2	+3	+7	+7	

Class Features

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword and shortbow. Bards are proficient with light armor, medium armor and shields (except tower shields).

Because the somatic components required for bard spells are relatively simple, a bard can cast spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells (the same type of spells available to sorcerers and wizards) that are drawn from the bard spell list. A bard can cast any spell he or she knows without preparing for it ahead of time. Every bard spell has a verbal component. To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day.

Bard Spells per Day

Spell Level	0	1	2	3	4
Bard Level	—	—	—	—	—
1st	2	—	—	—	—
2nd	3	0	—	—	—
3rd	3	1	—	—	—
4th	3	2	0	—	—
5th	3	3	1	—	—
6th	3	3	2	—	—
7th	3	3	2	0	—
8th	3	3	3	1	—
9th	3	3	3	2	—
10th	3	3	3	2	0

Bard Spells Known

Spell Level	0	1	2	3	4
Caster Level	—	—	—	—	—
1st	4	—	—	—	—
2nd	5	2*	—	—	—
3rd	6	3	—	—	—
4th	6	3	2*	—	—
5th	6	4	3	—	—
6th	6	4	3	—	—
7th	6	4	4	2*	—
8th	6	4	4	3	—
9th	6	4	4	3	—
10th	6	4	4	4	2*

* Provided the bard has a high enough Charisma score to have a bonus spell of this level.

Bardic Knowledge: A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (including himself, if desired). While these abilities fall under the category of bardic music and include descriptions of singing or playing instruments, they can all also be activated by reciting poetry, chanting, singing lyrics or melodies, etc. Each ability requires a minimum bard level and a minimum number of ranks in the Perform skill to qualify.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. While using bardic music, a bard can fight but cannot perform mind-affecting abilities, such as casting spells, activating magic items by spell completion (such as scrolls) or activating magic items by magic word (such as wands). The following are a bard's musical abilities:

- **Countersong:** A bard with three or more ranks in the Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). The bard may keep up the countersong for 10 rounds. Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack (such as a Sound Burst or Command spell) may use the bard's Perform check result in place of its saving throw — if, after the saving throw is rolled, the Perform check result proves to be higher.

If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong will not influence effects that don't allow saves.

- **Fascinate:** A bard with three or more ranks in the Perform skill can use his music or poetics to cause one or more creatures to become fascinated. The bard can execute no other action besides movement during the round that the creature is fascinated. Each creature must be within 90 feet and able to see, hear and pay attention to the bard. Likewise, the bard must be able to see the creature. For every three levels beyond 1st, he can target one additional creature with a single use of this ability (e.g. two at 4th level, three at 7th level, four at 10th level).

To fascinate, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If the creature's saving throw is successful, a bard can still attempt to fascinate the same creature as many times as the bard's daily performance limit allows. If the creature's saving throw fails, it remains still and listens to the song for as long as the bard continues to play and concentrate (up to a max of one round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions (e.g. Listen or Spot checks).

Any potential threat to the target, such as an ally of the bard approaching the creature, requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat to the target, such as someone drawing a weapon or the creature taking damage, automatically breaks the effect and the creature will no longer be fascinated.

- **Inspire Courage:** A bard with three or more ranks in the Perform skill can use song or poetics to inspire courage in his allies and himself, bolstering against fear and improving combat abilities. To be affected, an ally must be able to hear the bard sing and the effect lasts as long as the bard can be heard and for five rounds thereafter. The ally will receive a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, this bonus increases to +2.
- **Inspire Competence:** A bard of 3rd level or higher with six or more ranks in the Perform skill can use his music or poetics to help an ally succeed at a task. A bard cannot inspire competence in himself. The ally must be within 30 feet and able to see and hear the bard; likewise, the bard must be able to see the ally. Bardic music may be used to lift the ally's spirits, to help them mentally focus, or in some other manner. The ally gets a +2 competence bonus on skill checks with a particular skill as long as they continue to hear the bard's music. The effect lasts as long as the bard concentrates, up to a maximum of two minutes.
- **Intimidate:** A bard of 6th level or higher with nine or more ranks in the Perform skill can cause a single creature to be intimidated while the creature is fascinated. Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw for the target. The use of Intimidate counts toward a bard's daily limit on performances. The creature is affected if it fails a Will saving throw (DC 11 + bard's Charisma modifier). If the saving throw fails, affected creatures move away from the bard as if they are victim of a Fear spell for the number of rounds equal to the number of levels the bard has.
- **Inspire Greatness:** A bard of 9th level or 10th level with 12 or more ranks in the Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capabilities. To inspire greatness, a bard must sing and be heard by an ally. The effect lasts for as long as the ally hears the bard sing and for five rounds thereafter. A creature inspired with Greatness gains two bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as Sleep.

Cleric

The handiwork of the gods is everywhere — in places of natural beauty, in mighty crusades, in soaring temples and in the hearts of worshipers. Like people, gods can run the gamut from benevolent to malicious, reserved to intrusive, simple to inscrutable. The gods, however, work mostly through intermediaries — their clerics. Good clerics heal, protect and avenge. Evil clerics pillage, destroy and sabotage.

Characteristics: Clerics are masters of divine magic, a form of magic that is especially good for healing. Even an inexperienced cleric can bring people back from the brink of death, and an experienced cleric can return those who have crossed over that brink.

As channelers of divine energy, clerics can affect undead creatures. A good cleric can turn away or even destroy undead; an evil cleric can bring such creatures under his or her control.

Clerics have some combat training. They can use simple weapons, and they are trained in the use of armor, since armor does not interfere with divine spells the way it does with arcane spells.

Alignment: Like the gods they serve, clerics can be of any alignment. Because people more readily worship good deities than neutral or evil ones, there are more good clerics than evil. Clerics also tend toward law instead of chaos, since lawful religions tend to be more structured and better able to recruit and train clerics than chaotic ones. Typically, a cleric is the same alignment as her deity, though some clerics are one step away from their respective deities in alignment. A cleric may not be true neutral unless his deity is also true neutral.

Other Classes: In an adventuring party, the cleric is everybody’s friend and often the glue that holds the party together, as well as the healer who channels divine energy to keep others alive. Clerics sometimes clash with druids, since druids represent an older, more primal relationship between the mortal and the divine. Mostly, though, the religion of a cleric and the gods that she worships, determines how they get along with others.

Role: The cleric serves as a primary healer, diviner and defensive specialist. A cleric can hold her own in a fight, but she is not usually well served by charging to the front of combat.

Abilities: Wisdom determines the power of a cleric’s spells, how many spells she can cast per day and how hard those spells are to resist. A high Constitution score improves a cleric’s hit points and a high Charisma score improves her ability to turn undead.

Hit Die: d8

Class Skills

- Concentration, Diplomacy, Heal and Spellcraft.
- **Domains and Class Skills:** A cleric who chooses the Travel domain adds Survival to the list. A cleric who chooses the Trickery domain adds Bluff and Hide to the list.

- Skill Points at 1st Level: (2 + Int modifier) ×4.
- Skill Points at Each Additional Level: 2 + Int modifier.

The Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Turn or Rebuke Undead
2nd	+1	+3	+0	+3	
3rd	+2	+3	+1	+3	
4th	+3	+4	+1	+4	
5th	+3	+4	+1	+4	
6th	+4	+5	+2	+5	
7th	+5	+5	+2	+5	
8th	+6/+1	+6	+2	+6	
9th	+6/+1	+6	+3	+6	
10th	+7/+2	+7	+3	+7	

Class Features

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium and heavy) and with shields.

Every deity has a favored weapon and his or her clerics consider it a point of pride to wield that weapon. A cleric who chooses the War domain receives the Weapon Focus feat related to that weapon as a bonus feat. She also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Spells: A cleric casts divine spells (the same type of spells available to the druid, paladin and ranger). However, a cleric’s alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs (see Domain spells, below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells and so forth).

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. In addition, she receives bonus spells per day if she has a high enough Wisdom score.

In addition to the stated number of spells per day for 1st through–5th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The +1 in the entries in the below table represents that domain spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

Cleric Spells per Day

Spell Level	0	1	2	3	4	5
Caster Level						
1st	3	1+1	—	—	—	—
2nd	4	2+1	—	—	—	—
3rd	4	2+1	1+1	—	—	—
4th	5	3+1	2+1	—	—	—
5th	5	3+1	2+1	1+1	—	—
6th	5	3+1	3+1	2+1	—	—
7th	6	4+1	3+1	2+1	1+1	—
8th	6	4+1	3+1	3+1	2+1	—
9th	6	4+1	4+1	3+1	2+1	1+1
10th	6	4+1	4+1	3+1	3+1	2+1

Deities, Domains and Domain Spells: The cleric's deity influences her alignment, the spells she can cast, her values and how others see her.

If the typical worshipers of a deity include the members of a race, a cleric must be of the indicated race to choose that deity as her own. (The god may have occasional worshipers of other races, but not clerics). See Deities on next page.

Clerics also choose two domains for their deity. While the clerics of a particular religion are united in their reverence for their deity, each cleric emphasizes different aspects of the deity's interests. You can select an alignment domain (Chaos, Evil, Good or Law) for your cleric only if his alignment matches that domain.

Each domain gives your cleric access to a domain spell at each spell level she can cast, as well as a granted power. Your cleric gets the granted powers of both the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day in her domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in her domain spell slot.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any Cure spell of the same spell level or lower. For example, a good cleric who has prepared Command (a 1st-level spell) may lose Command in order to cast Cure Light Wounds (also a 1st-level spell). Clerics of good deities can cast Cure spells in this way because they are especially proficient at wielding positive energy.

An evil cleric (or a neutral cleric of an evil deity), on the other hand, can't convert prepared spells to Cure spells but can convert them to Inflict spells. Such clerics are especially proficient at wielding negative energy.

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either Cure spells or Inflict spells (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead.

Exceptions: All lawful neutral clerics of Wee Jas (goddess of death and magic) convert prepared spells to Inflict spells. All clerics of St. Cuthbert (god of retribution) and all non-evil clerics of Obad-Hai (god of nature) convert prepared spells to Cure spells.

Chaotic, Evil, Good and Lawful Spells: A cleric can't cast spells of an alignment opposed to her deity's. For example, a good cleric (or a neutral cleric of a good deity) cannot cast evil spells. Spells associated with a particular alignment are indicated by the chaos, evil, good or lawful descriptors in the their spell descriptions.

Turn or Rebuke Undead: Any cleric, regardless of alignment, has the power to affect undead creatures (such as skeletons or zombies) by channeling the power of her faith through her holy (or unholy) symbol.

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures, forcing them to cower in awe of her power. If your character is a neutral cleric of a neutral deity, you must choose whether her turning ability functions as that of a good cleric or an evil cleric. Once you make this choice, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous Cure or Inflict spells.

Exceptions: All lawful neutral clerics of Wee Jas rebuke or command undead. All clerics of St. Cuthbert and all non-evil clerics of Obad-Hai turn or destroy undead.

A cleric may attempt to turn undead a number of times per day equal to 3 + her Charisma modifier.

Deities

Deity	Alignment	Domains	Typical Worshipers
Heironeous, god of valor	Lawful good	Good, Law, War	Paladins, fighters, monks
Moradin, god of the dwarves	Lawful good	Earth, Good, Law, Protection	Dwarves
Yondalla, goddess of the halflings	Lawful good	Good, Law, Protection	Halflings
Ehlonna, goddess of the woodlands	Neutral good	Animal, Good, Plant, Sun	Elves, gnomes, half-elves, halflings, rangers, druids
Garl Glittergold, god of the gnomes	Neutral good	Good, Protection, Trickery	Gnomes
Pelor, god of the sun	Neutral good	Good, Healing, Strength, Sun	Rangers, bards
Corellon Larethian, god of the elves	Chaotic good	Chaos, Good, Protection, War	Elves, half-elves, bards

Deities Cont.

Deity	Alignment	Domains	Typical Worshipers
Kord, god of strength	Chaotic good	Chaos, Good, Luck, Strength	Fighters, barbarians, rogues, athletes
Wee Jas, goddess of death and magic	Lawful neutral	Death, Law, Magic	Wizards, necromancers, Sorcerers
St. Cuthbert, god of retribution	Lawful neutral	Destruction, Law, Protection, Strength	Fighters, monks, soldiers
Boccob, god of magic	Neutral	Knowledge, Magic, Trickery	Wizards, sorcerers, sages
Fharlanghn, god of roads	Neutral	Luck, Protection, Travel	Bards, adventurers, merchants
Obad-Hai, god of nature	Neutral	Air, Animal, Fire, Earth, Plant, Water	Druids, barbarians, rangers
Olidammara, god of thieves	Chaotic Neutral	Chaos, Luck, Trickery	Rogues, bards, thieves
Hextor, god of tyranny	Lawful evil	Destruction, Evil, Law, War	Evil fighters, monks
Nerull, god of death	Neutral evil	Death, Evil, Trickery	Evil necromancers, rogues
Vecna, god of secrets	Neutral evil	Evil, Knowledge, Magic	Evil wizards, sorcerers, rogues, spies
Erythnul, god of slaughter	Chaotic evil	Chaos, Evil, Trickery, War	Evil fighters, barbarians, rogues
Gruumsh, god of the orcs	Chaotic evil	Chaos, Evil, Strength, War	Half-orcs, orcs

Druid

The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear — all these natural forces and more are at the druid's command. The druid, however, claims no mastery over nature. That claim, she says, is the empty boast of a city dweller. The druid gains her power not by ruling nature but by being at one with it. To a trespasser in a druid's sacred grove and to those who feel her wrath, the distinction is overly fine.

Characteristics: Druids cast divine spells much the same way clerics do, though most get their spells from the power of nature rather than from deities. In addition to spells, druids gain an increasing array of magical powers, including the ability to take the shapes of animals, as they advance in level.

Alignment: Druids, in keeping with nature's ultimate indifference, must maintain at least some measure of dispassion. As such, they must be neutral on at least one alignment axis (chaotic—lawful or good—evil), if not both. Therefore, alignment choices include neutral good, lawful neutral, neutral, chaotic neutral or neutral evil.

Other Classes: The druid shares with rangers and many barbarians a reverence for nature and a familiarity with natural lands. She doesn't really understand the urban mannerisms of a rogue and finds arcane magic disruptive. The typical druid also dislikes the paladin's devotion to abstract ideals instead of "the real world." However, most druids accept diversity and, as such, take little offense to other characters.

Role: The druid enjoys extraordinary versatility, using her offensive spells and wild shape ability to a party's advantage.

Abilities: Wisdom determines a druid's spell power, how many spells she can cast per day and how hard those spells are to resist. To cast a spell, a druid must have a Wisdom score of 10 + the spell's level. A druid gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a druid's spell is 10 + the druid's Wisdom modifier. Since a druid wears only light or medium armor, a high Dexterity score greatly improves her defensive ability.

Hit Die: d8

Class Skills

- Concentration, Diplomacy, Heal, Listen, Spellcraft, Spot and Survival.
- Skill Points at 1st Level: (4 + Int modifier) ×4.
- Skill Points at Each Additional Level: 4 + Int modifier.

The Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Animal Companion, Nature Sense, Wild Empathy
2nd	+1	+3	+0	+3	Woodland Stride
3rd	+2	+3	+1	+3	Trackless Step
4th	+3	+4	+1	+4	Resist Nature's Lure
5th	+3	+4	+1	+4	Wild Shape (1 time/day)
6th	+4	+5	+2	+5	Wild Shape (2 times/day)
7th	+5	+5	+2	+5	Wild Shape (3 times/day)
8th	+6/+1	+6	+2	+6	Wild Shape (Large)
9th	+6/+1	+6	+3	+6	Venom Immunity
10th	+7/+2	+7	+3	+7	Wild Shape (4 times/day)

Class Features

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling and spear. They are also proficient with natural attacks (unarmed strike, claw, bite, etc.) when in the form of a creature that has that attack. Druids are proficient with light and medium armor but may only wear padded, leather, or hide armor (no metal armor). Druids are proficient with shields, but can use only wooden ones.

A druid who wears prohibited (metal) armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells (the same type of spells available to the cleric, paladin and ranger), which are drawn from the druid spell list.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. In addition, she receives bonus spells per day if she has a high enough Wisdom score.

Druid Spells per Day

Spell Level	0	1	2	3	4	5
Caster Level						
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	5	3	2	—	—	—
5th	5	3	2	1	—	—
6th	5	3	3	2	—	—
7th	6	4	3	2	1	—
8th	6	4	3	3	2	—
9th	6	4	4	3	2	1
10th	6	4	4	3	3	2

Spontaneous Casting: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time.

Animal Companion: When you create a druid, you may select an animal companion for her. Choices include: dire rat, dog, wolf, jackal, chicken, lizard, black bear, brown bear, panda bear and polar bear. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its species.

A druid of 4th level or higher may select from alternate lists of animals. Should she select an animal companion from one of these alternate lists, the creature gains abilities as if the character's druid level were lower than it actually is.

Nature Sense: A druid gains a +2 bonus on Survival checks.

Resist Nature's Lure: Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, nymphs and sprites).

Wild Shape: At 5th level, a druid gains the ability to turn herself into a wolf, brown bear or polar bear once per day. This effects last for one hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

A druid loses her ability to speak while in an animal form, because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form.

A druid can use this ability more times per day at 6th, 7th and 10th levels.

Venom Immunity: At 9th level, a druid gains immunity to all poisons.

Fighter

The questing knight, the conquering overlord, the king's champion, the elite foot soldier, the hardened mercenary and the bandit king — all are fighters. Fighters can be stalwart defenders of those in need, cruel marauders or gutsy adventurers. Some are among the land's best souls, willing to face death for the greater good. Others are among the worst, with no qualms about killing for private gain, or even for sport. Fighters who are not actively adventuring may be soldiers, guards, bodyguards, champion or criminal enforcers.

Characteristics: Fighters are familiar with all the standard weapons and armors and also develop particular weapon and fighting specialties of their own.

Alignment: Any.

Other Classes: The fighter excels in a straight fight, but he or she relies on others for magical support, healing and scouting. On a team, it is a fighter's job to man the front lines, protect the other party members and bring the tough opponents down.

Role: In most adventuring parties, the fighter serves as a melee combatant, charging into the fray while his comrades support him with spells, ranged attacks and other effects. Fighters who favor ranged combat can prove very deadly, although without other melee support they can find themselves in front-line combat more often than they might prefer.

Abilities: Strength is especially important for fighters because it improves their melee attack and damage rolls. Constitution is important for giving fighters lots of hit points, which they need in their many battles. Dexterity is important for fighters who want to be good archers or who want access to certain Dexterity-oriented feats, but the heavy armor that fighters usually wear reduces the benefits of a very high Dexterity score.

Hit Die: d10

Class Skills

- Intimidate.
- Skill Points at 1st Level: (2 + Int modifier) ×4.
- Skill Points at Each Additional Level: 2 + Int modifier.

The Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat

In the Base Attack Bonus column for Fighters, the first number represents the bonus applied to the attack with a primary weapon. The second number represents the bonus to attack with a second weapon.

Class Features

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium and light) and shields.

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd, 4th, 6th, 8th and 10th level. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets every three levels.

Monk

Dotted across the landscape are monasteries — small, walled cloisters inhabited by monks who pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armor. The inhabitants of monasteries headed by good masters serve as protectors of the people. In contrast, the residents of monasteries headed by evil masters rule the surrounding lands through fear, as an evil warlord and his entourage might.

Characteristics: The key feature of the monk is her ability to fight unarmed and unarmored. Though a monk casts no spells, she has a magic of her own, called ki, which allows her to perform amazing feats. The monk's best-known feat is her ability to stun an opponent with an unarmed blow.

Alignment: Any lawful. A monk's training requires strict discipline. Only those who are lawful at heart are capable of undertaking it.

Other Classes: Monks do not have much in common with others, as their skills and motivation differ from most adventurers. However, monks realize that they work well with the support of others and they usually prove themselves reliable companions.

Role: The monk functions best as an opportunistic combatant, using her speed to get into and out of combat quickly, rather than engaging in prolonged melees.

Abilities: Wisdom powers the monk's special offensive and defensive capabilities. Dexterity provides an unarmored monk with a better defense and with bonuses to some class skills. Strength helps a monk's unarmed combat ability.

Hit Die: d8

Class Skills

- Concentration, Diplomacy, Hide, Listen, Move Silently, Perform, Sense Motive, Spot and Tumble.
- Skill Points at 1st Level: (4 + Int modifier) × 4.
- Skill Points at Each Additional Level: 4 + Int modifier.

The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Unarmed Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, Flurry of Blows, Unarmed Strike	−2/−2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, Evasion	−1/−1	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Still Mind	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki Strike (magic), Slow Fall 20 ft.	+1/+1	1d8	+0	+10 ft.
5th	+3	+4	+4	+4	Purity of Body	+2/+2	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, Slow Fall 30 ft.	+3/+3	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of Body	+4/+4	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow Fall 40 ft.	+5/+5/+0	1d10	+1	+20 ft.
9th	+6/+1	+6	+6	+6	Improved Evasion	+6/+6/+1	1d10	+1	+30 ft.
10th	+7/+2	+7	+7	+7	Ki Strike, (lawful), Slow Fall 50 ft.	+7/+7/+2	1d10	+2	+30 ft.

Class Features

Weapon and Armor Proficiency: Monks are proficient with certain basic peasant weapons and some special weapons that are part of monk training, including club, crossbow (light or heavy), dagger, hand axe, javelin, kama, quarterstaff, sai, shuriken, siangham and sling. Monks are not proficient with any armor or shields — in fact, many of the monk's special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her Fast Movement and Flurry of Blows abilities.

Flurry of Blows: When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty to hit, as does each other attack made that round. This penalty applies for one round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to –1 and at 9th level it disappears entirely. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, quarterstaff, sai, shuriken and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired.

When using weapons as part of a flurry of blows, a monk applies her Strength bonus to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

Unarmed Strike: Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the Magic Fang and Magic Weapon spells).

Bonus Feat: A monk gets the following bonus feats and need not have any of the prerequisites normally required for these feats to select them:

- 1st level: may select Stunning Fist
- 2nd level: may select either Combat Reflexes or Deflect Arrows
- 6th level: may select Improved Trip

Evasion: A monk of 2nd level and higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a Fireball), she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk (such as the one who is unconscious or paralyzed) does not gain the benefit of evasion.

Fast Movement: At 3rd level and higher, a monk gains an enhancement bonus to her speed. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

Still Mind: A monk at 3rd level and higher gains a +2 bonus on saving throws against spells and effects from the Enchantment school, since her meditation and training improve her resistance to mind-affecting attacks.

Ki Strike: At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Purity of Body: At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body: At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day and she can spread this healing out among several uses.

Improved Evasion: At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a Fireball, but henceforth she takes only half damage on a failed save. A helpless monk (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Multiclassing Monk

Like a member of any other class, a monk may be a multiclass character.

However, a monk who gains a new class or, if already multiclass, raises the level of another class, can never again raise her monk level, although she retains her monk abilities.

Paladin

The compassion to pursue good, the will to uphold law and the power to defeat evil — these are the three weapons of the paladin. Few have the purity and devotion that it takes to walk the paladin's path, but those few are rewarded with the power to protect, to heal and to smite. In a land of scheming wizards, unholy priests, bloodthirsty dragons and infernal fiends, the paladin is the final hope that cannot be extinguished.

Characteristics: Divine power protects the paladin and gives her special powers. It wards off harm, protects her from disease, lets her heal herself and heal others, as well. A paladin can use this power to destroy evil.

Alignment: Paladins must be lawful good. They lose their divine powers if they deviate from that alignment.

Other Classes: Paladins work well with other classes, particularly when members of the group are committed to good. Their only conflicts arise in regards to evil characters or evil acts.

Role: The paladin's chief role is as a melee combatant, but they also work well as a secondary healer within a group, or as a charismatic party leader.

Abilities: Charisma enhances a paladin's healing power, self-protective capabilities and undead turning ability. Strength is important for her because of its role in combat. A Wisdom score of 14 or higher is required to get access to the most powerful paladin spells and a score of 11 or higher is required to cast any paladin spells at all.

Hit Die: d10

Class Skills

- Concentration, Diplomacy, Heal and Sense Motive.
- Skill Points at 1st Level: (2 + Int modifier) x4.
- Skill Points at Each Additional Level: 2 + Int modifier.

The Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of Good, Detect Evil, Smite evil 1 time/day
2nd	+2	+3	+0	+0	Divine Grace, Lay on Hands
3rd	+3	+3	+1	+1	Aura of Courage, Divine Health
4th	+4	+4	+1	+1	Turn Undead
5th	+5	+4	+1	+1	Smite evil 2 times/day
6th	+6/+1	+5	+2	+2	Remove Disease 1 time/wk
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	Remove Disease 2 times/wk
10th	+10/+5	+7	+3	+3	Smite evil 3 times/day

Class Features

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium and light) and with shields.

Aura of Good: The power of a paladin's aura of good (see the Detect Good spell) is equal to her paladin level, just like the aura of a cleric of a good deity.

Detect Evil: At will, a paladin can use Detect Evil, as the spell.

Smite Evil: Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level and 10th level, the paladin may smite evil one additional time per day.

Divine Grace: At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay-on Hands: Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level x her Charisma bonus. For example, a 7th-level paladin with a 16 Charisma (+3 bonus) can heal 21 points of damage per day. A paladin may choose to divide her healing among multiple recipients and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay-on hands in this way requires a successful melee touch attack and doesn't provide an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage: Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious.

Divine Health: At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead: When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells (the same type of spells available to the cleric, druid and ranger). A paladin must choose and prepare her spells in advance. To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells and so forth). The DC for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Wisdom modifier.

Like other spellcasters, a paladin can cast only a certain number of spells each spell level per day. In addition, she receives bonus spells per day if she has a high Wisdom score.

Paladin Spells per Day

Spell Level	1	2
Caster Level		
1st	—	—
2nd	—	—
3rd	—	—
4th	0	—
5th	0	—
6th	1	—
7th	1	—
8th	1	0
9th	1	0
10th	1	1

Remove Disease: At 6th level, a paladin can produce a Remove Disease effect, as the spell, once per week, and twice per week at 9th level.

Fallen Paladins

Some party actions and reputations will cause any paladins in the party to fall from grace and lose all of their special abilities and spells. Furthermore, a fallen paladin may not gain a level in his class until he atones for his violation. To do so, he must find a cleric willing to cast the spell atonement on him. Such a cleric would certainly demand a high price, perhaps even a quest, to perform such a service.

Multiclassing Paladins

Like a member of any other class, a paladin may be a multiclass character. However, a paladin who gains a new class or, if already multiclass, raises the level of another class, can never again raise his paladin level, although he retains his paladin abilities. Also, a multiclass paladin can still fall from grace as described above and lose his paladin abilities until he atones.

Ranger

The forests are home to fierce and cunning creatures, such as bloodthirsty owl-bears and malicious displacer beasts. But more cunning and powerful than these monsters is the ranger, a skilled hunter and stalker. He knows the woods as if they were his home (as indeed they are) and he knows his prey in deadly detail.

Characteristics: A ranger can use a variety of weapons and is quite capable in combat. A ranger's skills allow him to survive in the wildness and possess special knowledge about certain creatures. Finally, an experienced ranger has such a tie to nature that he can actually draw upon natural power to cast divine spells, as a druid does.

Alignment: Any. Most rangers are good and these usually function as protectors of natural areas. They are also typically chaotic, preferring to follow the ebb and flow of nature or of their own hearts instead of rigid rules. Evil rangers are much to be feared and they gain spells to use nature for destructive purposes.

Other Classes: Rangers get along well with druids and to some extent with barbarians. They bicker most often with paladins, who have a different style and approach to life that is much more bound by a code of morals and laws. Typically, though, rangers easily tolerate others, mostly because they don't feel the need to get upset over differences.

Role: The ranger's best role is that of a scout and secondary combatant, often focusing on opportunistic and ranged attacks.

Abilities: Dexterity is important for a ranger both because he tends to wear light armor and because several ranger skills are based on that ability. Strength is important because rangers frequently get involved in combat. A Wisdom score of 14 or higher is required to get access to the most powerful ranger spells. A Wisdom score of 11 or higher is required to cast any ranger spells at all. One of the ranger's trademark skills, his ability to track foes (known as Survival in *ToEE* — see page 75) is based on Wisdom.

Hit Die: d8

Class Skills

- Concentration, Heal, Hide, Listen, Move Silently, Search, Spot and Survival.
- Skill Points at 1st Level: (6 + Int modifier) ×4.
- Skill Points at Each Additional Level: 6 + Int modifier.

The Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	1st Favored Enemy, Survival, Wild Empathy
2nd	+2	+3	+3	+0	Combat Style
3rd	+3	+3	+3	+1	
4th	+4	+4	+4	+1	Animal Companion
5th	+5	+4	+4	+1	2nd Favored Enemy
6th	+6/+1	+5	+5	+2	Improved Combat Style
7th	+7/+2	+5	+5	+2	Woodland Stride
8th	+8/+3	+6	+6	+2	Swift Tracker
9th	+9/+4	+6	+6	+3	Evasion
10th	+10/+5	+7	+7	+3	3rd Favored Enemy

Class Features

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons and with light armor and shields.

Favored Enemy: At 1st level, a ranger may select a type of creature to act as his favorite enemy. Due to his extensive study of his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and 10th level, the ranger may select an additional favored enemy. In addition, at each interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. For example, a 5th-level ranger has two favored enemies; against one he gains a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and weapon damage rolls and against the other he has a +2 bonus. At 10th level, he has three favored enemies and he gains an additional +2 bonus, which he can allocate to the bonus against any one of his three favored enemies. Thus, his bonuses could be +4, +4, +2, or +6, +2, +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype. If a specific creature falls into more than one category of favored enemy (for instance, devils are both outsiders and lawful outsiders), the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Ranger Favored Enemies

Type	Examples
Aberration	Beholder
Animal	Bear
Construct	Golem
Dragon	Ice lizard
Elemental	Invisible stalker
Fey	Dryad
Giant	Ogre
Humanoid (aquatic)	Merfolk
Humanoid (dwarf)	Dwarf
Humanoid (goblinoid)	Hobgoblin
Humanoid (elf)	Elf
Humanoid (gnoll)	Gnoll
Humanoid (halfling)	Halfling
Humanoid (human)	Human
Humanoid (orc)	Orc
Humanoid (reptilian)	Kobold
Humanoid (shapechanger)	Doppelganger

Ranger Favored Enemies Cont.

Type	Examples
Magical beast	Displacer beast
Monstrous humanoid	Minotaur
Ooze	Gelatinous cube
Outsider (air)	Arrowhawk
Outsider (chaotic)	Demon
Outsider (earth)	Xorn
Outsider (evil)	Devil
Outsider (fire)	Salamander
Outsider (good)	Celestial
Outsider (lawful)	Formian
Outsider (water)	Tojanida
Plant	Shambling mound
Undead	Zombie
Vermin	Spider

Track: A ranger gains this ability — referred to in *ToEE* as Survival — as a bonus feat.

Combat Style: At 2nd level, a ranger must select a combat style to pursue. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Animal Companion: At 4th level, a ranger gains an animal companion selected from the following list: dire rat, dog, chicken, lizard, jackal, brown bear, polar bear, panda bear, or wolf. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its species.

Improved Combat Style: At 6th level, a ranger's aptitude in a chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's combat style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Swift Tracker: Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal –5 penalty.

Evasion: At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a Fireball), he instead takes no damage. Evasion can be used only if a ranger is wearing light armor or no armor. A helpless ranger (such as the one who is unconscious or paralyzed) does not gain the benefit of evasion.

Ranger Spells per Day

Spell Level	1	2
Caster Level		
1st	—	—
2nd	—	—
3rd	—	—
4th	0	—
5th	0	—
6th	1	—
7th	1	—
8th	1	0
9th	1	0
10th	1	1

Rogue

Rogues have little in common with one another. Some are stealthy thieves. Others are silver-tongued tricksters. Still others are scouts, infiltrators, spies, diplomats or thugs. What they do share is versatility, adaptability and resourcefulness. In general, rogues are skilled at getting what others don't want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard's trust or some random person's pocket money.

Characteristics: Rogues are highly skilled and they can concentrate on developing any of several categories of skills. A rogue knows how to hit where it hurts and she can dish out a lot of damage with a sneak attack.

Alignment: Any. Rogues follow opportunities, not ideals. Though they are more likely to be chaotic than lawful, they are a diverse bunch, so they can be of any alignment.

Other Classes: Rogues excel when protected by warriors and spellcasters, but they are wary of the sometimes-overbearing disposition of paladins.

Role: The rogue's role in a group can vary dramatically based on her skill selection, but most rogues share certain aspects. They aren't capable of prolonged melee combat, so they focus on opportunistic sneak attacks or ranged attacks. The rogue's stealth and trapfinding ability make her one of the best scouts in the game.

Abilities: Dexterity provides extra protection for the lightly armored rogue. Dexterity, Intelligence and Wisdom are important for many of the rogue's skills. A high Intelligence score also gives the rogue extra skill points, which can be used to expand her repertoire.

Hit Die: d6

Class Skills

- Appraise, Bluff, Diplomacy, Disable Device, Gather Information, Hide, Intimidate, Listen, Move Silently, Open Lock, Perform, Search, Sense Motive, Sleight of Hand, Spot, Tumble and Use Magic Device.
- Skill Points at 1st Level: (8 + Int modifier) ×4.
- Skill Points at Each Additional Level: 8 + Int modifier.

The Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak Attack +1d6, Trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak Attack +2d6, Trap Sense +1
4th	+3	+1	+4	+1	Uncanny Dodge
5th	+3	+1	+4	+1	Sneak Attack +3d6
6th	+4	+2	+5	+2	Trap Sense +2
7th	+5	+2	+5	+2	Sneak Attack +4d6
8th	+6/+1	+2	+6	+2	Improved Uncanny Dodge
9th	+6/+1	+3	+6	+3	Sneak Attack +5d6, Trap Sense +3
10th	+7/+2	+3	+7	+3	Special Ability

Class Features

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, shortbow and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Basically, the rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether or not the target actually has a Dexterity bonus), or when the rogue flanks her target. This extra damage is 1d6 at 1st level and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. A rogue can't strike with deadly accuracy from beyond that range. With a sap (black-jack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute a sneak attack.

A rogue can sneak attack only living creatures with discernible anatomies — undead, constructs, oozes, plants and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works and bypass it (with her party) without disarming it.

Evasion: A rogue of 2nd level and higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a Fireball), she instead takes no damage. Evasion can be used only if a rogue is wearing light armor or no armor. A helpless rogue (such as the one who is unconscious or paralyzed) does not gain the benefit of evasion.

Trap Sense: At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level. Trap bonuses gained from multiple classes stack.

Uncanny Dodge: Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge: A rogue of 8th level or higher can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has Uncanny Dodge from a second class, the character automatically gains Improved Uncanny Dodge instead and the levels from the classes that grant Uncanny Dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities

On attaining 10th level, a rogue gains a special ability of her choice from among Crippling Strike, Defensive Roll, Improved Evasion, Opportunist, Skill Mastery and Slippery Mind.

Crippling Strike: A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes two points of Strength damage. Ability points lost to damage return on their own at the rate of one point per day for each damaged ability.

Defensive Roll: The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw.

If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll — if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion: This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a Fireball, henceforth she takes only half damage on a failed save. A helpless rogue (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so adept in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she receives a +2 bonus on her Intelligence modifier.

Slippery Mind: This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again one round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Sorcerer

Sorcerers create magic the way a poet creates poetry, with inborn talent honed by practice. They have no books, no theories, no mentors — just raw power that they direct at will. Some sorcerers claim that the blood of dragons courses through their veins. This claim may be true in some cases, although many hold that the claim is either an unsubstantiated boast or envious gossip.

Characteristics: Sorcerers cast spells through innate power rather than through careful training and study. Their magic is intuitive rather than logical. They can cast spells more often than wizards and have no need to select and prepare their spells ahead of time.

Alignment: Any. Sorcery favors the free, chaotic, creative spirit over the disciplined mind, so sorcerers tend slightly towards chaos over law. Otherwise, sorcerer alignment varies considerably.

Other Classes: Sorcerers find that they have the most in common with members of other largely self-taught classes, such as druids and rogues. They sometimes find themselves at odds with members of the more disciplined classes, such as paladins and monks. Since they cast the same spells as wizards, but do so in a different way, they sometimes find themselves in competition with wizards.

Role: A sorcerer tends to define her role based on spell selection. A sorcerer who focuses on damage-dealing spells becomes a center of the party’s offensive power, while another sorcerer that relies on charms or illusions will take a quieter role. A party with a sorcerer should strongly consider a second spellcaster to make up for a sorcerer’s lack of versatility. Since sorcerers rely on their charismatic presence when interacting with others, they often serve as the “face” for an adventuring party.

Abilities: Charisma determines a sorcerer’s spell power, how many spells she can cast per day and how difficult those spells are to resist. Like a wizard, a sorcerer benefits from high Dexterity and Constitution scores.

Hit Die: d4

Class Skills

- Bluff, Concentration and Spellcraft.
- Skill Points at 1st Level: (2 + Int modifier) ×4.
- Skill Points at Each Additional Level: 2 + Int modifier.

The Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Summon Familiar
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	

Class Features

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

Spells: A sorcerer casts arcane spells. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer’s spell is 10 + the spell level + the sorcerer’s Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. A sorcerer’s base daily spell allotment is given in the following table. Spell Level represents the vertical columns and Caster Level corresponds with the horizontal rows.

Sorcerer Spells per Day

Spell Level	0	1	2	3	4	5
Caster Level						
1st	5	3	—	—	—	—
2nd	6	4	—	—	—	—
3rd	6	5	—	—	—	—
4th	6	6	3	—	—	—
5th	6	6	4	—	—	—
6th	6	6	5	3	—	—
7th	6	6	6	4	—	—
8th	6	6	6	5	3	—
9th	6	6	6	6	4	—
10th	6	6	6	6	5	3

A sorcerer’s selection of spells is extremely limited. A sorcerer initially knows four 0-level spells (also called cantrips) and two 1st-level spells. At each new level, she gains one or more new spells, as indicated in the following table:

Sorcerer Spells Known

Spell Level	0	1	2	3	4	5
Caster Level						
1st	4	2	—	—	—	—
2nd	5	2	—	—	—	—
3rd	5	3	—	—	—	—
4th	6	3	1	—	—	—
5th	6	4	2	—	—	—
6th	7	4	2	1	—	—
7th	7	5	3	2	—	—
8th	8	5	3	2	1	—
9th	8	5	4	3	2	—
10th	9	5	4	3	2	1

Familiar: A sorcerer can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and serves as a companion and a servant.

The sorcerer chooses the kind of familiar she gets. As the sorcerer advances in level, her familiar also increases in power.

As a magical companion, a familiar grants certain special abilities to its master. Because of the familiar’s potential vulnerability to harm, the magical animal will stay at the sorcerer’s side at all times.

Sorcerer Familiars

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks
Lizard	Master gains a +2 bonus on Will save checks
Owl	Master gains a +3 bonus on Spot checks
Rat	Master gains a +2 bonus on Fortitude checks
Raven	Master gains a +3 bonus on Appraise checks
Snake	Master gains a +3 bonus on Bluff checks
Toad	Master gains a +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

Wizard

A few unintelligible words and fleeting gestures carry more power than a battleaxe, when they are the words and gestures of a wizard. These simple acts make magic seems easy, but they only hint at the time the wizard must spend poring over his spellbook in preparation and the years spent in apprenticeship to learn the arts of magic. For wizards, magic is not a talent, but a difficult, rewarding art.

Characteristics: The wizard’s strength is his spells. Everything else is secondary. He learns new spells as he explores and grows in experience.

Some wizards prefer to specialize in a certain type of magic. Specialization makes a wizard more powerful in his chosen field, but it denies him access to some of the spells that lie outside that field. You must choose specialization during character creation and once chosen, it can never be changed.

Like a sorcerer, a wizard can call a familiar—a small, magical animal companion that serves him.

Alignment: Any. Overall, wizards show a slight tendency toward law over chaos, because the study of magic rewards those who are disciplined. Illusionists and transmuters, however, are masters of deception and change, respectively. They favor chaos over law.

Other Classes: Wizards prefer to work with members of other classes. They love to cast their spells from behind strong fighters, to “magic up” rogues and send them out to scout and to rely on the divine healing of clerics. They may find members of certain classes (such as sorcerers, rogues and bards) to be not quite serious enough, but they’re usually not judgmental.

Role: The wizard’s role depends somewhat on his spell selection, but most wizards share certain similarities in function. They are among the most offensively minded of the spellcasting classes, with a broad range of options available for neutralizing enemies.

Abilities: Intelligence determines a wizard’s spell power, how many spells she can cast per day and how difficult those spells are to resist. A high Dexterity score is helpful for a wizard, who typically wears little or no armor, because it provides her with a bonus to Armor Class. A good Constitution score gives a wizard extra hit points.

Hit Die: d4

Class Skills

- Bluff, Concentration and Spellcraft.
- Skill Points at 1st Level: (2 + Int modifier) ×4.
- Skill Points at Each Additional Level: 2 + Int modifier.

The Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Summon Familiar, Scribe Scroll
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Bonus feat
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Bonus feat

Class Features

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow and quarterstaff. Wizards are not proficient with any type of armor or with shields. Armor of any type interferes with a wizard's movements, which can cause his spells to fail (if those spells have somatic components).

Spells: A wizard casts arcane spells. A wizard must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day.

Wizard Spells per Day

Spell Level	0	1	2	3	4	5
Caster Level						
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	3	3	2	—	—
7th	4	4	3	2	1	—
8th	4	4	3	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

Unlike a bard or sorcerer, a wizard may know any number of spells, but he must choose and prepare his spells ahead of time. In the game, you choose the spells you want your wizard to memorize when your party rests.

Familiar: A wizard can obtain a familiar in exactly the same manner as a sorcerer can; see the Sorcerer Familiars on page 66 for details.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat. This feat enables him to create magic scrolls.

Bonus Feats: At 5th and 10th level, a wizard gains a bonus feat.

Multiclass Characters

When you level up, you may add a new class to your character, which is known as multiclassing. When you add a new class, you gain hit points for that new class based on its hit dice and you add its base attack bonus and saving throw bonuses to your existing ones. Skills are gained as the new class with respect to class and cross-class skills and all new class features and feats are added as a member of the new class.

There is no limit to the number of classes a character may have, but the levels in all classes must be within one level of each other, or the character will suffer a 20 percent experience penalty. However, a racially favored class does not count against the character when determining if the 20 percent XP penalty applies. For example, a gnome that is 4th-level rogue/2nd-level bard does not receive a penalty because he ignores his bard class. But a gnome that is a 4th-level rogue/2nd-level bard/2nd-level fighter would receive the penalty, since his rogue class is two higher than his fighter class.

A multiclass character's level is the sum of all of his classes. So a 3rd-level rogue/4th-level wizard is a level 7 character. However, for arcane spell casting purpose, his caster level is still 4.

SKILLS

Skills Summary

In D&D, skills are character abilities that can be improved as the character gains levels. You boost a character's skill by adding points to it during level up and character creation. For class skills (marked with a "C" in the table), one skill point purchases one rank in that skill. For cross-class skills (marked with a "cc" in the table), two skill points purchase one rank in the skill.

Some skills can be used untrained, meaning a character does not have to possess any ranks to attempt to use the skill, while others require at least one point to have been spent in the skill in order to use it. However, a character may not have more ranks in a class skill than 3 + his level, or half that number for a cross-class skill.

Using Skills

Skills are normally checked against a Difficulty Class (DC), which requires that a character's skill level meets or exceeds the DC value in order to succeed. Skill level is the sum of rank, plus any modifier from the skill's key ability, plus any miscellaneous modifiers such as racial bonuses, armor check penalties, or bonus from feats. For some skills, such as Diplomacy, the skill level is checked directly against the DC. For others, such as Tumble, a random 1d20 is added to the skill level each time it is checked, so that success is not always a matter of exceeding the DC.

Some skills, including both Tumble and Diplomacy, are used passively, meaning the game will check their success automatically when appropriate. Other skills, like Open Lock, are used actively and you must select them from the Radial Menu under the Skills tab. A few skills, like Search, are used both ways, as a passive check when characters are close to a secret door or trap and as an active check when you specifically search an area.

Some skills are used to oppose other skills. When you use the Hide skill, opponents will use their Spot skill to attempt to see your hidden character. Similarly, when your character tries to Move Silently, opponents will use their Listen skill.

Some skills provide synergies with other skills, in that a high rank in the skill will provide a bonus to skill checks of other skills.

Skill Synergies

Five or more ranks in...	Gives a +2 bonus on...
Bluff	Diplomacy checks
Bluff	Intimidate checks
Bluff	Sleight of Hand checks
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Use Magic Device	Spellcraft checks to decipher spells on scrolls

Some skills allow player characters to help each other to succeed. Usually, this works by having the selected character perform the skill using his skill level and any other character who helps makes a skill check against a DC of 10 and if successful, they add a +2 bonus to selected character's skill level. These skills are called out below.

Skills

Skills	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Untrained	Key Ability
Appraise	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	Yes	Int
Bluff	cc	C	cc	cc	cc	cc	cc	cc	C	C	cc	Yes	Cha
Concentration	cc	C	C	C	cc	C	C	C	cc	C	C	Yes	Con
Diplomacy	cc	C	C	C	cc	C	C	cc	C	cc	cc	Yes	Cha
Disable Device	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Int
Gather Information	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	Yes	Cha
Heal	cc	cc	C	C	cc	cc	C	C	cc	cc	cc	Yes	Wis
Hide	cc	C	cc	cc	cc	C	cc	C	C	cc	cc	Yes	Dex*
Intimidate	C	cc	cc	cc	C	cc	cc	cc	C	cc	cc	Yes	Cha
Listen	C	C	cc	C	cc	C	cc	C	C	cc	cc	Yes	Wis
Move Silently	cc	C	cc	cc	cc	C	cc	C	C	cc	cc	Yes	Dex*
Open Lock	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Dex
Perform	cc	C	cc	cc	cc	C	cc	cc	C	cc	cc	Yes	Cha
Search	cc	cc	cc	cc	cc	cc	cc	C	C	cc	cc	Yes	Int
Sense Motive	cc	C	cc	cc	cc	C	C	cc	C	cc	cc	Yes	Wis
Sleight of Hand	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Dex*
Spellcraft	cc	C	C	C	cc	cc	cc	cc	cc	C	C	No	Int
Spot	cc	cc	cc	C	cc	C	cc	C	C	cc	cc	Yes	Wis
Survival	C	cc	cc	C	cc	cc	cc	C	cc	cc	cc	Yes	Wis
Tumble	cc	C	cc	cc	cc	C	cc	cc	C	cc	cc	No	Dex*
Use Magic Device	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Cha

C: class skills

cc: cross-class skills

*Armor check penalty applies to checks

Skill Descriptions

Appraise (Int)

You can make the outrageous or the untrue seem plausible. Bluff encompasses acting, conning, fast-talking, misdirection and misleading body language. A Sense Motive check allows an NPC to determine if your character is bluffing. Bluff can also be used to feint an opponent in combat.

Bluff (Cha)

You can make the outrageous or the untrue seem plausible. Bluff encompasses acting, conning, fast-talking, misdirection and misleading body language. A Sense Motive check allows an NPC to determine if your character is bluffing. Bluff can also be used to feint an opponent in combat.

Within the dialog, some lines will have a DC that your character's skill level must equal or exceed in order to be successful. In the event that his skill level does beat the DC, a line of dialog will appear with an icon, acknowledging his superior ability in that skill. Selecting the line will draw you into an appropriate course of conversation.

Concentration (Con)

You are particularly good at focusing your mind. Spellcasters must make a concentration check whenever they take damage while casting a spell, to determine whether the spell is disrupted. A spellcaster may be vulnerable to damage while casting a spell through attacks of opportunity or while readying an action. The higher her Concentration rank, the more likely she will be successful in casting a spell, even under duress.

Diplomacy (Cha)

Diplomacy encompasses etiquette, social grace, tact and a way with words when speaking with NPCs. This skill represents the ability to give others the right impression.

Like other dialog skills, true success regarding Diplomacy in the game is dependent upon skill level. Within the dialog, some lines will have a DC that your character's skill level must equal or exceed in order to be successful. In the event that your character's skill level does beat the DC, a line of dialog will appear with an icon, acknowledging superior ability in that skill. Selecting the line will draw you into an appropriate course of conversation.

Disable Device (Int)

Use this skill to attempt to disarm a trap on a chest or door. The Disable Device skill check determines if your character's skill level is higher or lower than the DC of the trap that you are trying to disable. If this skill check succeeds, the trap is deactivated. A character must be aware of a trap in order to disable it. If the Disable Device skill check fails by 4 or more, the trap will be triggered. Otherwise, the skill check may be used indefinitely.

Rogues can disarm magical traps against a DC of 25 + the spell level of the magic used to create it.

Gather Information (Cha)

Gather Information is the key skill used to attain rumors, find out local gossip and collect general knowledge from others throughout the game. It can be used in conversations with NPCs to open up new avenues of dialog.

In *Temple of Elemental Evil*, the quality of information and rumors that you obtain from others is directly related to your character's Gather Information skill level — the higher the skill level, the juicier the rumor or the more interesting and helpful the information. Regardless of skill level, you will be asked to pay a standard fee for any information you accumulate.

The game has several different story-states and in each story there are different levels of success in gathering information. If you return to a story in which you had previously had little success after bumping up your character's skill level, you might find the situation to be much improved. There are many avenues of dialog that Gather Information can open for you.

Heal (Wis)

Use this skill to keep a badly wounded friend from dying. Heal can only be used for a dying creature. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), a character with the Heal skill can make him stable. A character can be healed if the Heal check succeeds against a DC of 15. A stable character is unable to regain hit points on his own but will no longer lose any hit points.

Hide (Dex)

Use this skill to sink back into the shadows and proceed unseen. A hostile character may not detect your character if she is skilled at Hide. Characters can use Hide (and Move Silently) to enter "sneak" mode. A successful attempt at using Hide is opposed by the Spot skill check of anyone who might be able to see you.

Intimidate (Cha)

Intimidate can be used in the same way as other social skills, such as Diplomacy, but be aware that NPCs may not warm to you in the same manner. Your characters may use this skill to get a bully to back down, frighten an opponent, or to more forcefully obtain information.

In the game, some lines of dialog will have a DC that your character's skill level must equal or exceed in order to be successful. In the event that your character's skill level does beat the DC, a line of dialog will appear with an icon, acknowledging superior ability in that skill. Selecting the line will draw you into an appropriate course of conversation.

Listen (Wis)

Use a Listen check to try to hear enemies approaching through a door or in a nearby room. It can alert you to the presence of enemies, taking away surprise rounds (for example, the enemy could surprise your character, but she succeeds in making the Listen check and manages to avoid a surprise round), or possibly even give your party a surprise round (in turn, you are able to surprise the enemy). Listen is used as the opposed check for Move Silently.

Move Silently (Dex)

As with Hide, you use this skill to remain undetected by an enemy while moving. If you are unsuccessful at making your character's skill check against an opposing Listen check, your character will be heard and the enemy will see him.

Open Lock (Dex)

You can pick all kinds of locks with this skill. Your skill rank in using Open Lock is pitted against the DC of the lock (or the lock's difficulty). If successful, the lock is picked (and will never again be locked). This skill check can be used repeatedly, but it can only be used if trained in it.

Perform (Cha)

Perform is used solely for the purpose of increasing bardic music abilities. This skill is not recommended for use by any class other than bards.

Search (Int)

You can find secret doors and simple traps by searching. This skill does not allow a character to find complex traps unless he or she is a rogue. Search lets characters discern some small details or irregularity through active effort, while Spot lets the character notice something, such as a hiding rogue.

A concentrated Search skill check is available via the Skills tab in the Radial Menu. This skill check will result in an automatic 20 ("take 20"), including help from any party members who can successfully complete a skill check of DC 10 (rolled automatically in the game). Those party members who were successful in making the Search check would help through gaining a +2 bonus. However, only rogues can find magical traps (which always have DC 20+).

There is also a passive search conducted when "using" any container or portal that contains an unnoticed trap. This passive search will discontinue the "use" if it successfully finds a trap. If unsuccessful, the trap will go off.

This skill check can be retried indefinitely.

Sense Motive (Wis)

Sense Motive is a dialog skill that enables your character to perceive whether an NPC is lying or not. It is generally performed against the NPC's Bluff skill.

Within the dialog, some lines will have a DC that your character's Sense Motive skill level must equal or exceed in order to be successful. In the event that your character's skill level does beat the DC, a line of dialog will appear with an icon, acknowledging superior ability in that skill. For Sense Motive, if the line even appears at all, you automatically recognize that the NPC is lying. If you choose to select that line and begin a dialog exchange, this selection means that you call the NPC on his or her Bluff attempt.

Sleight of Hand (Dex)

This skill is used for the basic purposes of pickpocketing. When you use this skill under close observation, your character's skill check is opposed by the observer's Spot check. The observer's success doesn't prevent your character from performing the action, just from doing it unnoticed.

If your character tries to take something from another creature, you must make a DC 20 Sleight of Hand check. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item.

Sleight of Hand can only be used if trained and Armor Check penalties apply.

Spellcraft (Int)

This skill enables a spellcaster to recognize a spell that is cast by an enemy spellcaster. Wizards use it to scribe scrolls into their spellbooks. Spellcraft will also allow your character to automatically counter a specific known spell.

Spot (Wis)

Use this skill to spot unnoticed creatures. Spot is used solely as an opposed check against Hide and is rolled automatically to determine success or failure.

Survival (Wis)

If your character's Survival skill is high enough, you are able to avoid random encounters while traveling on the world map. You will have the choice of whether to avoid the random encounters or confront them, depending on what your character detects.

For example, if the character's skill rank equals or exceeds the CR, you are shown an interface that presents the creatures involved in the random encounter. You are given the choice to enter the encounter or skip it entirely. If the skill rank is less than the CR of the encounter, the random encounter will simply begin.

Tumble (Dex)

You can use this skill to move through an enemy square or move to avoid an attack of opportunity. The Tumble skill check is automatically rolled when:

- Movement draws an attack of opportunity.
- The moving player has at least one point in Tumble.
- The mover is not wearing medium or heavy armor (does not apply to dwarves).

If the Tumble check succeeds, no attack of opportunity is allowed.

Use Magic Device (Cha)

Use this skill to activate a magic device, including scrolls and wands that a character could not otherwise activate. A Use Magic Device check is automatically rolled when attempting to use such magic items, if the normal prerequisites for using the item are not met.

FEATS

Feats are additional abilities you can select for your character. Like skills, feats are selected when you create a character or that character gains a level. Unlike skills, feats are not purchased with points, do not have ranks and have prerequisites that must be met before you can select them.

There are 79 feats in the game.

Feats

General Feats	Prerequisite
Acrobatic	—
Alertness	—
Armor Proficiency (Light)	—
Armor Proficiency (Medium)	Armor Proficiency (Light)
Armor Proficiency (Heavy)	Armor Proficiency (Medium)
Augment Summoning	Spell Focus (Conjuration)
Blind-Fight	—
Cleave	Str 13, Power Attack
Combat Casting	—
Combat Expertise	Int 13
Combat Reflexes	—
Deflect Arrows	Dex 13, Improved Unarmed Strike
Diehard	Great Fortitude
Dodge	Dex 13
Exotic Weapon Proficiency*	Base attack bonus +1, (plus Str 13 for bastard sword or dwarven war axe)
Extra Turning**	Ability to turn or rebuke creatures
Great Cleave	Str 13, Cleave, Power Attack, base attack bonus +4
Great Fortitude	—
Greater Spell Focus*	Spell Focus
Greater Spell Penetration	Spell Penetration
Greater Weapon Focus*	Proficiency with selected weapon, Weapon Focus w/ selected weapon, fighter level 8th
Improved Counterspell	—
Improved Critical*	Proficient with weapon, base attack bonus +8
Improved Feint	Int 13, Combat Expertise
Improved Initiative	—
Improved Trip	Int 13, Combat Expertise

Feats Cont.

General Feats	Prerequisite
Improved Turning	Ability to turn or rebuke creatures
Improved Two-Weapon Fighting	Dex 17, Two-Weapon Fighting, base attack bonus +6
Improved Unarmed Strike	—
Investigator	—
Iron Will	—
Lightning Reflexes	—
Magical Aptitude	—
Manyshot	Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6
Martial Weapon Proficiency*	—
Maximize Spell	—
Mobility	Dex 13, Dodge
Natural Spell	Wis 13, wild shape ability
Negotiator	—
Nimble Fingers	—
Persuasive	—
Point Blank Shot	—
Power Attack	Str 13
Precise Shot	Point Blank Shot
Quick Draw	Base attack bonus +1
Rapid Reload	Weapon Proficiency (crossbow type chosen)
Rapid Shot	Dex 13, Point Blank Shot
Self-Sufficient	—
Shield Proficiency	—
Shot on the Run	Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4
Simple Weapon Proficiency	—
Skill Focus*	—
Snatch Arrows	Dex 15, Deflect Arrows, Improved Unarmed Strike
Spell Focus*	—
Spell Penetration	—
Spring Attack	Dex 13, Dodge, Mobility, base attack bonus +4
Stealthy	—
Stunning Fist	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8

Feats Cont.

General Feats	Prerequisite
Toughness**	—
Track	Survival
Two-Weapon Defense	Dex 15, Two-Weapon Fighting
Two-Weapon Fighting	Dex 15
Weapon Finesse*	Base attack bonus +1, proficiency with selected weapon
Weapon Focus*	Proficiency with selected weapon, base attack bonus +1
Weapon Specialization*	Proficiency with selected weapon, fighter level 4, Weapon Focus with selected weapon
Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4

Item Creation Feats	Prerequisite
Brew Potion	Caster level 3rd
Craft Magic Arms and Armor	Caster level 5th
Craft Rod	Caster level 9th
Craft Wand	Caster level 5th
Craft Wondrous Item	Caster 3rd level
Scribe Scroll	Caster level 1st

Metamagic Feats	Prerequisite
Empower Spell	—
Enlarge Spell	—
Extend Spell	—
Heighten Spell	—
Quicken Spell	—
Silent Spell	—
Still Spell	—
Widen Spell	—

* You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon, skill, school of magic or selection of spells.

** You can gain this feat multiple times. Its effects stack.

Feat Descriptions

Most feats are general feats, meaning any character can acquire them if they meet the prerequisites. Some feats are item-creation feats, which allow spellcasters to create magic items and some feats are metamagic feats, which allow spellcasters to modify spells they can cast so that they perform differently (such as casting silently or as a free action). Still other feats can be selected by fighters as their bonus fighter feats.

Acrobatic [General]

You have excellent body awareness and coordination.

Benefit: +2 bonus on all Sleight of Hand and Tumble checks.

Alertness [General]

You have finely tuned senses.

Benefit: +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Armor Proficiency (Light) [General]

You are proficient with light armor.

Benefit: When you wear a type of armor with which you are proficient, the AC penalty for the armor applies only to Hide, Move Silently and Tumble checks.

Special: All characters except wizards, sorcerers and monks automatically have Armor Proficiency (Light) as a bonus feat.

Armor Proficiency (Medium) [General]

You are proficient with medium armor.

Benefit: When you wear a type of armor with which you are proficient, the AC penalty for the armor applies only to Hide and Move Silently checks.

Special: Fighters, barbarians, paladins, clerics, druids and bards automatically have Armor Proficiency (Medium) as a bonus feat.

Armor Proficiency (Heavy) [General]

You are proficient with heavy armor.

Benefit: When you wear a type of armor with which you are proficient, the AC penalty for the armor applies only to Hide and Move Silently checks.

Special: Fighters, paladins and clerics automatically have Armor Proficiency (Heavy) as a bonus feat.

Augment Summoning [General]

Your summoned creatures are more powerful than normal.

Benefit: Any creature you conjure with a Summon spell gains a +4 enhancement bonus to Strength and Constitution.

Blind-Fight [General]

You know how to fight in melee without being able to see your foes.

Benefit: In melee, if you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

Special: The Blind-Fight feat is of no use against a character that is the subject of a Blink spell.

A fighter may select Blind-Fight as one of his bonus feats.

An invisible attacker gets no advantages related to hitting you in melee — you don't lose your Dexterity bonus to AC and the attacker doesn't get the +2 bonus for being invisible. However, the invisible attacker's bonuses still apply for ranged attacks.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduce your speed to three-quarters of what it would normally be, instead of one-half.

Normal: For invisible attackers trying to hit you, regular attack roll modifiers do apply and you lose your Dexterity bonus to AC. Speed reduction for darkness and poor visibility also applies.

Brew Potion [Item Creation] —————
You can create potions that contain spells.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. Whoever drinks the potion is the target of the spell.

The base price of a potion is: its spell level × its caster level × 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price. Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

Cleave [General] —————
You can follow through with powerful blows.

Benefit: If you cause enough damage to a creature to make it drop below 0 hit points or kill it, you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Special: A fighter may select Cleave as one of his bonus feats.

Combat Casting [General] —————
You are adept at casting spells in combat.

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Combat Expertise [General] —————
You are trained at using your combat skill for defense as well as offense.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as −5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your AC. This number may not exceed your base attack bonus. The changes to attack rolls and AC last until your next action.

Special: A fighter may select Combat Expertise as one of his fighter bonus feats.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a −4 penalty on attack rolls and gain a +2 dodge bonus to AC.

Combat Reflexes [General] —————
You can respond quickly and repeatedly to opponents who let their defenses down.

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. For example, a fighter with a Dex of 15 can make a total of three attacks of opportunity in one round — the one attack of opportunity any character is entitled to, plus two more because of the fighter's +2 Dex bonus. Likewise, if four goblins move out of the fighter's threatened squares, he can make an attack of opportunity against three of them. You can still only make one attack of opportunity per actual opportunity.

You may also make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

A fighter may select Combat Reflexes as one of his bonus feats.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Craft Magic Arms and Armor [Item Creation] —————
You can create magic weapons, armor and shields.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor or shield takes one day for each 1,000 gp in the price of its magical features. To enhance any of the above items, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor or shield enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials and half the time that it would take to craft that item.

Craft Rod [Item Creation] —————
You can create magic rods that have varied magical effects.

Benefits: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Wand [Item Creation] _____

You can create wands that cast spells.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level \times the spell level \times 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Wondrous Item [Item Creation] _____

You can create a wide variety of magic items, such as Gauntlets of Dexterity or Dust of Disappearance.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, raw materials and time that it would take to craft that item.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Deflect Arrows [General] _____

You can deflect incoming arrows, as well as bolts, spears and other projectile or thrown weapons.

Benefit: You must have at least one hand free to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage. You must be aware of the attack and not be flat-footed. Ranged weapon, such as boulders hurled by giants, or ranged attacks generated by spell effects, such as Melf's Acid Arrow, can't be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

A fighter may select Deflect Arrows as one of his bonus feats.

Diehard [General] _____

You can remain conscious after attacks that would fell others.

Benefit: When reduced to between -1 and -9 hit points, you automatically stabilize.

When using this feat, you can take either a single move or standard action each turn, but not both and you cannot take a full-round action. You can take a move action without further injuring yourself, but if you perform any standard action, you take one point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is rendered unconscious and dying.

Dodge [General] _____

You are adept at dodging blows.

Benefit: During your action, Dodge will give you a $+1$ bonus against the first monster to attack you in a round.

A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose Dodge bonuses. Also, Dodge bonuses (such as this one and a dwarf's racial bonus on Dodge attempts against giants) stack with each other, unlike most other bonuses.

Special: A fighter may select Dodge as one of his bonus feats.

Empower Spell [Metamagic] _____

You can cast spells to greater effect.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets and so forth, as appropriate. For example, an empowered Magic Missile deals $1.5\times$ its normal damage (roll $1d4+1$ and multiply the result by 1.5 for each missile). Saving throws and opposed rolls (such as the one you make when you cast Dispel Magic) are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Enlarge Spell [Metamagic] _____

You can cast spells farther than normal.

Benefit: You can alter a spell with a range of close, medium or long to double the range of the spell. An enlarged spell uses up a spell slot one level higher than the spell's actual level. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

Exotic Weapon Proficiency [General] _____

Choose an exotic weapon, such as the bastard sword or shuriken. You understand how to use that type of exotic weapon in combat.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

A fighter may select Exotic Weapon Proficiency as one of his bonus feats.

Extend Spell [Metamagic] _____

You can cast spells that last longer than normal.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Turning [General]

You can turn or rebuke creatures more often than normal.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature (such as a good-aligned cleric with access to the Fire domain, who can turn undead and water creatures and can also rebuke fire creatures), each of your turning or rebuking abilities gain four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

Great Cleave [General]

You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.

Benefit: This feat works like Cleave, except that there is no limit to the number of times that you can use it per round.

Special: A fighter may select Great Cleave as one of his bonus feats.

Great Fortitude [General]

You are tougher than normal.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Spell Focus [General]

Choose a school of magic to which you have already applied the Spell Focus feat. Your spells of that school are now even more potent than before.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

Greater Spell Penetration [General]

Your spells are remarkably potent, breaking through spell resistance more readily than normal.

Benefit: You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Greater Weapon Focus [General]

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You are especially good at using this weapon.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats.

Heighten Spell [General]

You can cast a spell as if it were a higher-level spell than it actually is.

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level. For example, a cleric could prepare Hold Person as a 4th-level spell (instead of a 2nd-level spell) and it would in all ways be treated as 4th-level spell.

Improved Counterspell [General]

You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.

Benefit: When countering spells, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Critical [General]

Choose one type of weapon, such as a longsword or greataxe. With that chosen weapon, you know how to hit where it hurts.

Benefit: When using the weapon you selected, your threat range is doubled. For example, a longsword usually threatens a critical hit on a roll of 19–20 (two numbers). If a character using a longsword has Improved Critical (longsword), the threat range becomes 17–20 (four numbers).

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon (such as the Keen Edge spell).

A fighter may select Improved Critical as one of her bonus feats.

Improved Feint [General]

You are skilled at misdirecting your opponent's attention in combat.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

A fighter may select Improved Feint as one of her bonus feats.

Improved Initiative [General] —————

You can react more quickly than normal in a fight.

Benefit: You get a +4 bonus on initiative checks.

Special: A fighter may select Improved Initiative as one of his bonus feats.

Improved Trip [General] —————

You are trained not only in tripping opponents safely but also in following through with an attack.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Special: At 6th level, a monk may select Improved Trip as a bonus feat, even if he does not meet the prerequisites.

Improved Turning [General] —————

Your turning or rebuking attempts are more powerful than normal.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

Improved Two-Weapon Fighting [General] —————

You are an expert in fighting two-handed.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Normal: Without this feat, you can get only a single extra attack with an off-hand weapon.

Special: A fighter may select Improved Two-Weapon Fighting as one of his bonus feats.

A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Unarmed Strike [General] —————

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed — that is, you do not provoke attacks of opportunity from armed opponents when attacking them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike and you can deal only nonlethal damage with such an attack.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level.

A fighter may select Improved Unarmed Strike as one of her bonus feats.

Investigator [General] —————

You have a knack for finding information.

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

Iron Will [General] —————

You have a stronger will than normal.

Benefit: You get a +2 bonus on all Will saving throws.

Lighting Reflexes [General] —————

You have faster-than-normal reflexes.

Benefit: You get a +2 bonus on all Reflex saving throws.

Magical Affinity [General] —————

You have a knack for magical endeavors.

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Manyshot [General] —————

You can fire multiple arrows as a single attack against a nearby target.

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a –4 penalty) to determine success and deal damage normally (but see the Special section).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 on the third arrow and –8 on the fourth).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage (such as sneak attack damage) only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Martial Weapon Proficiency [General] —————

Choose a type of martial weapon, such as a longbow. You understand how to use that type of martial weapon in combat.

Use this feat to expand the list of weapons with which you are proficient beyond the basic list in your class description.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: Barbarians, fighters, paladins and rangers are automatically proficient with all martial weapons.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one.

Maximize Spell [Metamagic] —————
You can cast spells to maximum effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. For example, a maximized fireball deals 6 points of damage per caster level (up to a maximum of 60 points of damage at 10th caster level). Saving throws and opposed rolls (such as the one you make when you cast Dispel Magic) are not affected, nor are spells without random variables. A maximized spells uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. An empowered, maximized fireball cast by a 10th-level wizard deals points of damage equal to 60 plus one-half of 10d6.

Mobility [General] —————
You are skilled at dodging past opponents and avoiding blows.

Benefit: You get a +4 dodge bonus to AC against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses. Dodge bonuses (such as this one and a dwarf's racial bonus on dodge attempts against giants) stack with each other, unlike most types of bonuses.

Natural Spell [General] —————
You can cast spells while in a wild shape.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them and you do not gain the ability to speak while in a wild shape.

Negotiator [General] —————
You are good at gauging and swaying attitudes.

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

Nimble Fingers [General] —————
You are adept at manipulating small, delicate objects.

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

Persuasive [General] —————
You have a way with words and body language.

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

Point Blank Shot [General] —————
You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Special: A fighter may select Point Blank Shot as one of his fighter bonus feats.

Power Attack [General] —————
You can make exceptionally powerful melee attacks.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. (If you attack with a two-handed weapon that isn't a double weapon, add twice this number instead). This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

You can't use Power Attack with a light weapon.

Special: A fighter may select Power Attack as one of her bonus feats.

Precise Shot [General] —————
You are skilled at timing and aiming ranged attacks.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Special: A fighter may select Precise Shot as one of his bonus feats.

Quick Draw [General] —————
You can draw weapons with startling speed.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action.

A character that has this feat may throw weapons at her full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Special: A fighter may select Quick Draw as one of his bonus feats.

Quickened Spell [Metamagic] —————
You can cast a spell with a moment's thought.

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than one full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Rapid Reload [General]

Choose a type of crossbow (light or heavy). You can reload a crossbow of that type more quickly than normal.

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for light crossbow, you may fire that weapon as many times in a full attack action as if you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

A fighter may select Rapid Reload as one of her bonus feats.

Rapid Shot [General]

You can use ranged weapons with exceptional speed.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

Special: A fighter may select Rapid Shot as one of his bonus feats.

A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light armor or no armor.

Scribe Scroll [Item Creation]

You can create scrolls, from which you or another spellcaster can cast the scribed spells.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Self-Sufficient [General]

You can take care of yourself in harsh environments and situations.

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

Shield Proficiency [General]

You are proficient with bucklers, small shields and large shields.

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's AC penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins and rangers automatically have Shield Proficiency as a bonus feat.

Shot on the Run [General]

You are highly trained in skirmish ranged weapon tactics.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Special: A fighter may select Shot on the Run as one of her bonus feats.

Silent Spell [Metamagic]

You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

Simple Weapon Proficiency [General]

You understand how to use all types of simple weapons in combat.

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: All characters except for druids, monks, rogues and wizards are automatically proficient with all simple weapons.

Skill Focus [General]

Choose a skill, such as Move Silently, etc. You have a special knack with that skill.

Benefit: You get a +3 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Snatch Arrows [General]

You are adept at grabbing incoming arrows, as well as crossbow bolts, spears and other projectile or thrown weapons.

Benefit: When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons, such as spears or axes, can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free to use this feat.

Special: A fighter may select Snatch Arrows as one of his bonus feats.

Spell Focus [General]

Choose a school of magic, such as Illusion. Your spells of that school are more potent than normal.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Penetration [General]

Your spells are especially potent, breaking through spell resistance more readily than normal.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spring Attack [General]

You are trained in fast melee attacks and fancy footwork.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attack of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least five feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Special: A fighter may select Spring Attack as one of his bonus feats.

Stealthy [General]

You are particularly good at avoiding notice.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

Still Spell [Metamagic]

You can cast spells without gestures.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Stunning Fist [General]

You know how to strike opponents in vulnerable areas.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for one round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures and creatures immune to critical hits cannot be stunned.

Special: A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack once per monk level per day.

A fighter may select Stunning Fist as one of her bonus feats.

Toughness [General]

You are tougher than normal.

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

Track [General]

You can identify different types of creatures (e.g. elementals) and the general direction in which they are traveling.

Benefit: Your ability to find tracks or follow them is dependent upon your rank, or the amount of skill points you have, in Survival. If your rank in Survival is greater than or equal to the creature's CR, you are able to see the direction and the creature type. Tracks of repeated creature types are not visible to you; for example, if there are two sets of human tracks, you see only one of them. You can identify a maximum of five creature or monster types.

Normal: Without this feat, you will not be able to tell the general direction of a creature, nor will you be able to identify its type.

Special: A ranger automatically has Track as a bonus feat.

Two-Weapon Defense [General]

Your two-weapon fighting style bolsters your defense as well as your offense.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special: A fighter may select Two-Weapon Defense as one of his bonus feats.

Two-Weapon Fighting [General]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Benefit: Your penalties on attack rolls for fighting with two weapons is reduced. The penalty for your primary hand is reduced by 2 and the penalty for your off-hand is reduced by 6.

Special: A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

A fighter may select Two-Weapon Fighting as one of his bonus feats.

Weapon Finesse [General]

You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

Benefit: With a light weapon or rapier made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: A fighter may select Weapon Finesse as one of her bonus feats.

Weapon Focus [General]

Choose one type of weapon, such as a greataxe. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat. You are especially good at using this weapon. (If you have chosen ray, you are especially good with rays, such as the one produced by the Ray of Frost spell).

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Focus as one of his bonus feats. He must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

Weapon Specialization [General]

Choose one type of weapon, such as a greataxe, for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Specialization as one of his bonus feats.

Whirlwind Attack [General]

You can strike nearby opponents in an amazing, spinning attack.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the Haste spell).

Special: A fighter may select Whirlwind Attack as one of his bonus feats.

Widen Spell [Metamagic]

You can increase the area of your spells.

Benefit: You can alter a burst, emanation, line, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. For example, a Fireball spell (which normally produces a 20-ft.-radius spread) that is widened now fills a 40-ft.-radius spread. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

Equipment

You can find a wide variety of items in the game and this section explains what many of those items are and how they work. For information on how to manage your Inventory, see page 19.

Carrying Capacity

Before we discuss the different kinds of equipment you may use, let's talk a little about encumbrance. Everything you find, except for money and keys, has a weight and the more weight you carry, the more encumbered you will become. Effectively, medium and heavy loads limit the maximum Dexterity bonus your character receives, applies an additional check penalty for skills and reduces speed. In *ToEE*, the reduced speed is only used in combat. Outside of combat, your characters all move at the same speed.

Carrying Capacity

Strength score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.

Load	Max Dex	Check Penalty	Speed (30 ft.)	Speed (20 ft.)	Run
Medium	+3	−3	20 ft.	15 ft.	×4
Heavy	+1	−6	20 ft.	15 ft.	×3

Money

Money has no weight and comes in four denominations: platinum, gold, silver and copper pieces. Platinum is worth the most and each successive denomination is only worth one-tenth the previous denomination: 1 platinum piece is worth 10 gold pieces, which are worth 100 silver pieces, which are worth 1,000 copper pieces. All bartering transactions are conducted in these denominations and the game will automatically stack your coins.

Keys

Keys are also weightless. Furthermore, when any party member picks up a key, it does not go into Inventory but instead becomes communal property recorded in the Logbook (see Logbook on page 14). The key is then used automatically whenever anyone in the party attempts to open a locked door or container that the key will fit.

Weapons

Weapons are any of the handheld items used in combat to inflict damage. Weapons come in a variety of categories and qualities. Weapons are grouped into categories based on the weapon's use, its usefulness in close or ranged combat and its size.

A weapon's use is categorized as Simple, Martial or Exotic. All weapons are used either as melee or ranged weapons, or both. Melee weapons are used in close combat, but some can be thrown and many have a reach, meaning they can be used to attack opponents who are not immediately adjacent to the character. Ranged weapons are either thrown (and many of these can be used for melee as well) or use ammunition to make ranged attacks, like a bow uses arrows.

A weapon's size is Tiny, Small, Medium or Large. This size compared to the wielder's size determines whether the weapon is used as a light, one-handed or two-handed weapon, or is simply too large to use.

- A light weapon is any weapon whose size is smaller than the wielder's size (such as a human using a small weapon). A light weapon is for use in the offhand and never gives more than your standard Strength bonus for damage, even if wielded two-handed.
- A one-handed weapon is any weapon whose size is the same as the wielder's size. A one-handed weapon is usually used in the primary hand and if wielded two-handed in melee, grants a 1.5× Strength bonus for damage.
- A two-handed weapon is a weapon whose size is one step larger than the wielder's size or that is marked as requiring two hands (such as a bow). A two-handed melee weapon always grants a 1.5× Strength bonus for damage.
- If a weapon is two or more sizes bigger than character (like a halfling trying to wield a greatsword), that character cannot wield it.

Weapon Qualities

A weapon has several qualities: cost, damage, critical threat range and multiplier, range increment, weight and damage type.

The cost of the weapon or ammunition is given in gold or silver.

The damage of the weapon is shown as a dice range.

The critical threat range and multiplier shows how the weapon is used with the critical hit rules. Some weapons just have a multiple, such as ×2 or ×3, which means on a roll of a natural 20, the weapon has the potential to deal double or triple damage if the critical hit is confirmed (see Critical Hits on page 112). Some weapons show an extended threat range in addition to the multiplier. Those weapons have the potential to score a critical hit on any natural roll in that range (e.g. 19–20/×2 means on a natural roll of 19 or 20, the weapon has the potential to deal double damage if the critical hit is confirmed).

The range increment indicates the distance in feet that you can use a ranged weapon without suffering a −2 attack penalty. For example, a light crossbow has a range increment of 80 feet. For any target 79 feet away or closer, there is no attack penalty. If a target is at least 80 feet away but not more than 159 feet, there is a −2 attack penalty. If the target is at least 160 feet away but not more than 239 feet, there is a −4 attack penalty.

The weight of the weapon is given in pounds. Both wielded and unwielded weapons add to encumbrance.

Each weapon deals a certain type of damage: bludgeoning, piercing or slashing. Some monsters are immune to certain damage types. A weapon that lists two damage types inflicts both types of damage. When struck with such a weapon, a monster would have to be immune to both types of damage to avoid taking full damage.

Masterwork Weapons

Masterwork weapons are so finely crafted that they provide the wielder a +1 bonus on attack rolls. Masterwork weapons cost 300 gold pieces more than regular versions and masterwork ammunition costs 6 gp more per single unit, i.e. per arrow or bolt. All magic weapons must be created using masterwork weapons.

Simple Weapons

Unarmed Attacks	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Unarmed Strike		1d2	1d3	×2	—	—	Bludgeoning

Light Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Dagger	2 gp	1d3	1d4	19–20/ ×2	10 ft.	1 lb.	Piercing or slashing
Mace, Light	5 gp	1d4	1d6	×2	—	4 lb.	Bludgeoning

One-Handed Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Club	—	1d4	1d6	×2	10 ft.	3 lb.	Bludgeoning
Mace, Heavy	12 gp	1d6	1d8	×2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	×2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lb.	Piercing

Two-Handed Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Longspear	5 gp	1d6	1d8	×3	—	9 lb.	Piercing
Quarterstaff	—	1d4/1d4	1d6/1d6	×2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lb.	Piercing

Ranged Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Crossbow, Heavy	50 gp	1d8	1d10	19–20/ ×2	120 ft.	8 lb.	Piercing
Bolts, Crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, Light	35 gp	1d6	1d8	19–20/ ×2	80 ft.	4 lb.	Piercing
Bolts, (10) Crossbow	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	×2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	×2	50 ft.	0 lb.	Bludgeoning
Bullets, Sling (10)	1 sp	—	—	—	—	5 lb.	—

Marital Weapons

Light Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Axe, Throwing	8 gp	1d4	1d6	×2	10 ft.	2 lb.	Slashing
Hammer, Light	1 gp	1d3	1d4	×2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	×3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/ ×2	—	2 lb.	Slashing
Pick, Light	4 gp	1d3	1d4	×4	—	3 lb.	Piercing
Sap	1 gp	1d4	1d6	×2	—	2 lb.	Bludgeoning
Shield, Light	special	1d2	1d3	×2	—	special	Bludgeoning
Sword, Short	10 gp	1d4	1d6	19–20/ ×2	—	2 lb.	Piercing

One-Handed Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Battleaxe	10 gp	1d6	1d8	×3	—	6 lb.	Slashing
Longsword	15 gp	1d6	1d8	19–20/ ×2	—	4 lb.	Slashing
Pick, Heavy	8 gp	1d4	1d6	×4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/ ×2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/ ×2	—	4 lb.	Slashing
Shield, Heavy	special	1d3	1d4	×2	—	special	Bludgeoning
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	×3	—	5 lb.	Bludgeoning

Two-Handed Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Falchion	75 gp	1d6	2d4	18–20/ ×2	—	8 lb.	Slashing
Glaive	8 gp	1d8	1d10	×3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	×3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	×2	—	8 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/ ×2	—	8 lb.	Slashing
Guisarme	9 gp	1d6	2d4	×3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	×3	—	12 lb.	Piercing or slashing
Ranseur	10 gp	1d6	2d4	×3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	×4	—	10 lb.	Piercing or slashing

Ranged Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, Composite	100 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, Composite	75 gp	1d4	1d6	×3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—

Exotic Weapons

Light Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Kama	2 gp	1d4	1d6	×2	—	2 lb.	Slashing
Sai	1 gp	1d3	1d4	×2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	×2	—	1 lb.	Piercing

One-Handed Melee Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Sword, Bastard	35 gp	1d8	1d10	19–20/ ×2	—	6 lb.	Slashing
Waraxe, Dwarven	30 gp	1d8	1d10	×3	—	8 lb.	Slashing

Ranged Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Wt.*	Type**
Crossbow, Repeating Heavy	400 gp	1d8	1d10	19–20/ ×2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, Repeating Light	250 gp	1d6	1d8	19–20/ ×2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Shuriken (5)	1 gp	1	1d2	×2	10 ft.	1/2 lb.	Piercing

*Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

**When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

Armor

Armor Qualities

The armor/shield bonus is added to the AC of the wearer. Only one piece of torso armor and one shield can be worn at a time, but their bonuses stack.

The maximum Dexterity bonus is the limit to AC bonus that this armor will allow the wearer’s Dexterity to provide. This limit does not affect any other Dexterity bonus (such as bonus to Reflex saves), nor does having a limit of 0 negate a Dexterity bonus to AC for purposes of sneak attacks. For example, a rogue cannot sneak attack someone just because they are wearing splint mail, even though the maximum Dexterity bonus for splint mail is 0.

The armor check penalty of an armor or shield is applied to all skills that use this penalty. The penalties for wearing torso armor and wielding a shield stack. Also, if the wearer is not proficient in the type of armor worn, then the armor check penalty is extended to attack rolls, all Strength-based and Dexterity-based skills and all Strength and Dexterity ability checks made while wearing the armor.

The arcane spell failure chance is the chance for an arcane caster (bard, sorcerer or wizard) to have a spell fail if cast while wearing the armor. The failure chance for wearing torso armor and wielding a shield stack. Note that bards ignore the failure chance for light armors, however and that all arcane casters can ignore the failure chance when they cast spells with no somatic component.

The speed value of armor shows how much it reduces the base speed of the character wearing it. Note that this speed may be further reduced by encumbrance. The weights of armors are given in pounds.

When running in heavy armor, you move only triple your speed, not quadruple.

Torso armor is classified as light, medium and heavy armor. A character must be proficient (via a feat) in the type of armor in order to use it effectively, but anyone can wear any type of armor.

Masterwork Armor

Just like weapons, some armor is so finely crafted that it reduces the armor check penalty by 1. Masterwork armor costs 150 gp more than their regular counterparts and they are needed to create magical armor and shields.

Armor and Shields

Light Armor	Cost	Max Dex	Armor Shield Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30ft.)	Speed (20ft.)	Wt.
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded Leather	25 gp	+3	+5	−1	15%	30 ft.	20 ft.	20 lb.
Chain Shirt	100 gp	+4	+4	−2	20%	30 ft.	20 ft.	25 lb.

Medium Armor	Cost	Max Dex	Armor Shield Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30ft.)	Speed (20ft.)	Wt.
Hide	15 gp	+3	+4	−3	20%	20 ft.	15 ft.	25 lb.
Scale Mail	50 gp	+4	+3	−4	25%	20 ft.	15 ft.	30 lb.
Chain-Mail	150 gp	+5	+2	−5	30%	20 ft.	15 ft.	40 lb.
Breast-plate	200 gp	+5	+3	−4	25%	20 ft.	15 ft.	30 lb.

Heavy Armor	Cost	Max Dex	Armor Shield Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30ft.)	Speed (20ft.)	Wt.
Splint Mail	200 gp	+6	+0	−7	40%	20 ft*	15 ft*	45 lb.
Banded Mail	250 gp	+6	+1	−6	35%	20 ft*	15 ft*	35 lb.
Half-plate	600 gp	+7	+0	−7	40%	20 ft*	15 ft*	50 lb.
Full Plate	1,500 gp	+8	+1	−6	35%	20 ft*	15 ft*	50 lb.

*When running in heavy armor, you move only triple your speed, not quadruple.

Shields	Cost	Max Dex	Armor Shield Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30ft.)	Speed (20ft.)	Wt.
Buckler	15 gp	+1	—	−1	5%	—	—	5 lb.
Shield, Light Wooden	3 gp	+1	—	−1	5%	—	—	5 lb.
Shield, Light Steel	9 gp	+1	—	−1	5%	—	—	6 lb.
Shield, Heavy Wooden	7 gp	+2	—	−2	15%	—	—	10 lb.
Shield, Heavy Steel	20 gp	+2	—	−2	15%	—	—	15 lb.
Shield Spikes	+10 gp	—	—	—	—	—	—	+5 lb.

Magic Items

Magic items are the most valued and coveted of all items in the game. Their powers are varied and wondrous and very rarely are any two magic items exactly alike. Still, magic items can be divided into ten major categories, including the ultra-rare magical artifact.

Armor and Shields

Magic armor and shields usually provide a bonus to AC for the wearer. More rarely, some magic armor provides other abilities as well, such as bonuses to skills or increased damage resistance.

Weapons

Magic weapons always provide a bonus to both the attack and damage rolls of the wielder. More powerful weapons will deal additional damage, such as fire or electricity, or are enchanted to excel at killing one kind of creature.

Potions

Potions produce a one-time spell-like effect in the imbiber. Some potions are unique in their effects, but many duplicate third level or lower spells.

Rings

Rings are circular metal bands that are worn on the finger and only two magical rings may be worn at the same time. Some rings evoke a persistent spell-like effect, while others must have their effects evoked by the wearer. Some rings have charges and are destroyed when their last charge is used.

Rods

Rods are metal, scepter-like items with magical spell-like powers. Rods can also be used as mace-like weapons, due to their sturdy construction. Some rods have charges and such rods are destroyed when their last charge is used.

Scrolls

A scroll is a piece of parchment with a spell inscribed upon it. Once read, a scroll is destroyed. Any caster can invoke the spell if it appears on his spell list and anyone with the Use Magic Device skill can attempt to invoke it as well. Wizards can also copy scrolls into their spell books.

Staffs

A staff is a wooden shaft, often capped with metal or gems, that has been enchanted to cast a number of different (but usually related) spells. These spells consume charges and when the last charge is used, the staff is destroyed. A magical staff can also be used as a melee weapon, like a normal staff.

Wands

A wand is a slender shaft of wood, metal, bone, glass or ceramic that has been enchanted to cast a single spell. Each spell uses a single charge and the wand is destroyed after the last charge is used.

Wondrous Items

This catchall category includes such magic items as jewelry, books, clothing and tools. Their uses are as varied as their types. There are Cloaks of Elvenkind that increase your Hide skill, Bags of Holding that increase your carrying capacity and chimes that unlock doors and chests. Some wondrous items have charges and these items are destroyed when the charges are completely expended.

Artifacts

Artifacts are the most rare magic items of all, created by the most powerful wizards, clerics and deities, often long ago. Each artifact is unique and all of them are extremely powerful. An artifact can be a ring, sword, cloak, or any other type of equipment, but the spell-like powers it conveys is far beyond a mere magical item. Artifacts never have charges, but they usually have limits in how often their powers can be invoked.

Miscellaneous Items

As you adventure, you will find many items that are neither weapons, armor, nor magic items but are useful to own. Gems and jewelry are often worth a great deal of money and musical instruments can be put to great use by bards. Bags are useful for increasing your carrying capacity and rogues will certainly find an application for a set of thieves' tools. Just about any item you may find has a purpose and, if not, you can always sell it and use the money to fund your own item creation.

COMBAT

Let's face it; combat is the mainstay of an adventurer's life. No matter how nice, how well meaning, how self-effacing your character behaves, eventually he will find himself in an encounter in which combat cannot be avoided. Perhaps he has stumbled upon the hideout of bandits, or a tomb of mindless zombies, or even the lair of a hungry dragon. Combat is inevitable, so you may as well get good at it.

Basic

Combat in D&D is turn-based, meaning it is broken up into rounds, each of which represents six seconds of time. During each round, every combatant gets a turn, going in an order based on his initiative check. An initiative check is a roll of 1d20 plus any modifiers (such as Dexterity bonus or penalty, or the Improved Initiative feat). The combatants act in order from the highest to lowest initiative checks. In case of a tie, the combatant with the higher Dexterity goes first. If two combatants have equal initiative checks and Dexterity scores, then the tie is broken randomly.

Before his very first turn in combat, a character is considered flat-footed. A flat-footed character loses his bonus to AC (leaving him vulnerable to sneak attacks) and does not get an attack of opportunity (described below).

During his turn, a combatant can take a move action and a standard action, in either order. Usually the move action is any movement up to the character's full speed (based on race, armor and encumbrance) and the standard action is an attack. Other actions are possible. See Actions on page 106.

An attack is made using an attack roll. A 1d20 is rolled and any attack modifiers are added, such as the character's base attack bonus, Strength or Dexterity modifiers (depending on whether it was a melee or ranged attack), as well as the opponent's size modifier. If the attack roll equals or exceeds the opponent's AC, then the attack is successful and damage is determined. Usually, this is a weapon damage roll with Strength modifiers added if it's a melee attack.

Injury and Death

When damage is caused to any creature, its hit points are reduced. If a creature's hit points reach 0, then the creature is staggered. He can only take a single action on his turn and if he takes any action, he loses one hit point after completing it.

If a creature's hit points are anywhere from -1 to -9, then he is unconscious. Each round, he may lose another hit point. He has a 10% chance to stabilize and stop losing hit points, although he will still be unconscious. If he fails to stabilize, he loses one hit point and can try to stabilize the following round.

Once a creature reaches -10 hit points, it dies.

A successful Heal skill check with a DC of 15 from another character targeting the unconscious creature will stabilize it. Alternatively, any amount of magical healing will stabilize a creature. If a creature is healed back to one or more hit points, he may act normally again.

Saving Throws

Many magical or other unusual attacks allow the target to make a saving throw to reduce or avoid the damage caused. There are three types of saving throws:

- **Fortitude:** Uses Constitution.
- **Reflex:** Uses Dexterity.
- **Will:** Uses Wisdom.

Each saving throw consists of a 1d20 roll, plus the creature’s base save bonus, plus the modifier for the ability score for that type of saving throw. If the total of the saving throw equals or exceeds the DC of the attack, then the saving throw has succeeded and some or all of the attack is avoided.

Attacks of Opportunity

You are allowed to make an attack when it is not your turn during special circumstances. Such attacks are called attacks of opportunity. An attack of opportunity is a single melee attack made at a creature within reach of you (also called the threatened area) and such an attack is only allowed if the creature has performed an action that draws an attack of opportunity. The common actions that draw attacks of opportunity are:

- Moving out of a threatened area.
- Casting a spell.
- Attacking with a ranged weapon.

There are two exceptions to moving, however. If your only movement in a turn is a 5-foot step, you do not draw an attack of opportunity. Also, if all you do is move (but not run) during your turn, then the space you start out in is not considered threatened.

You are only allowed to make one attack of opportunity for each combat round, unless you have the Combat Reflexes feat. Combat Reflexes also allows you to take an attack of opportunity while flat-footed.

Actions

While most actions are either standard or move actions, some are full-round actions, meaning you can make no other movement besides a 5-foot step, or are free actions, meaning they cost no action at all to perform. Some actions are so minor they are not considered actions at all and these are called “no actions.”

Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. The second column indicates whether the action itself, not moving, provokes an attack of opportunity.

Actions in Combat

Standard Action	Attack of Opportunity
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe ¹
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Make a dying friend stable	Yes
Read a scroll	Yes
Ready (triggers a standard action)	No
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

Move Action	Attack of Opportunity
Move	Yes
Direct or redirect an active spell	No
Draw a weapon ²	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield ²	No
Retrieve a stored item	Yes

Actions in Combat Cont.

Full Round Action	Attack of Opportunity
Full attack	No
Charge	No
Deliver coup de grace	Yes
Load a heavy or repeating crossbow	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw ³	No

Free Action	Attack of Opportunity
Cast a quickened spell	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Speak	No

No Action	Attack of Opportunity
Delay	No
5-foot step	No

Action Type Varies	Attack of Opportunity
Trip an opponent	No
Use feat ⁴	Varies

1. If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
2. If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
3. May be taken as a standard action if you are limited to taking only a single action in a round.
4. The description of a feat defines its effect.

Standard Actions

Most standard actions involve making an attack, casting a spell or activating an item. Most are straightforward and self-explanatory, but a few of the more complex ones are described below.

Aid Another: In combat, you can help a friend attack or defend by distracting or interfering with opponents. You select a friendly target and that target gains a +2 bonus to his attack rolls until your next turn. You can also use this action to wake a friend under the influence of a sleep spell.

Feint: To feint, you make a Bluff check opposed by your target's Sense Motive skill. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC.

Ready (Triggers a Standard Action): You may also choose one of several Ready actions, which are dependent on an enemy action, such as preparing to cast a spell or shoot a bow. As soon as the condition is met, the character will immediately enact his readied action. If the condition is not met, then that character fails to act in that round. The various Ready actions are selected via the Radial Menu and described on page 17.

Total Defense: You can defend yourself as a standard action, which gives a +4 dodge bonus to your AC for one round. Your AC improves at the start of this action, so it helps you against any attacks of opportunity you incur during the round. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.

Turn or Rebuke Undead: Good clerics, paladins and some neutral clerics can channel positive energy to halt, drive off (rout), or destroy undead. Evil clerics and some neutral clerics can channel negative energy to hold, awe (rebuke), control (command), or bolster undead. Regardless of the effect, the general term for the activity is called "turning." See Turn Undead on page 45.

Bear in mind that turning is considered an attack action. If it fails, or if the character cannot turn all of the undead in the area, the unaffected undead will be hostile.

Move Actions

Move actions involve moving a character or manipulating an item that he is carrying. They cost a move action to perform, but you can also replace a standard action with a move action. While it is useful to use two move actions in one turn in order to cross long distances, sometimes you will want to charge (in order to attack) or run (in order to cover more distance) instead.

Full-Round Action: Full-round actions require an entire turn to complete. Therefore, a full-round action takes the place of both the standard and move actions normally allowed during a turn. However, if the full-round action does not involve movement, you are allowed to take a 5-foot step before or after the action. The more complex full-round actions are described below. You can select any of these actions from the Radial Menu.

Full Attack: A full attack allows you to use all of your attacks in a given round, if you have multiple attacks. If you do not have multiple attacks, you do not need to use this attack. You may have multiple attacks because your Base Attack Bonus is high enough to allow it or you use two weapons to fight.

Charge: You must move at least 10 feet and as much as double your normal speed directly toward your opponent. After moving, you may make a single attack, which results in a +2 bonus on the attack roll. You also take a -2 penalty to your AC until the start of your next turn.

Coup de Grace: You can use a melee weapon to deliver a coup de grace (pronounced "koo day graw") to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. It's overkill, but a rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents, because it involves focused concentration and methodical action on the part of the attacker. You can't deliver a coup de grace against a creature that is immune to critical hits, such as a zombie.

Run: A character can run as a full-round action at up to four times his or her normal movement rate, but only in a straight line. Running provokes an attack of opportunity.

Withdraw: You can move away from an opponent at double your move, without provoking an attack of opportunity for the first five feet of movement. **Note:** If you do not select this action but move more than your normal move action distance away from an opponent, the game will assume you are doing a Withdraw action anyway and skip the attack of opportunity.

Free Actions

Free actions take little or no time to perform, so they do not count as a standard or move action to perform.

No Action

"No action" actions are like free actions in that they do not count as a standard or move action to perform, but unlike free actions, you can only perform them under certain circumstances, as described below.

Delay: If you would prefer for your character to act after someone else within the combat round, you can elect to Delay your action. To do this, simply click and drag the character portrait at the top of the screen to the position where you would like that character to act. However, if the character has already taken his turn, moving him to a lower initiative will not allow him to act again. If he has not yet taken his actions for his turn, then moving him to an initiative higher than the current combatant will forfeit his turn for this round.

5-foot step: A 5-foot step is a small position adjustment that does not count as an action. Usually, a 5-foot step is permitted at any point in the round, such as before or after a standard or full-round action. You can't take a 5-foot step in the same round that you move any distance in any other way, such as when charging or using a move action. Taking a 5-foot step does not provoke an attack of opportunity, even if you move out of a threatened square.

Action Type Varieties

Some actions have different action types, depending on the circumstances. For example, some feats let you make special actions in combat (such as Whirlwind Attack, which allows extra attacks) or gain special bonus on existing actions (such as Improved Unarmed Strike, which allows lethal damage). These special actions are described in the feat descriptions on pages 76-94. However, one action type, tripping an opponent, deserves special attention here.

Trip an Opponent: To make a trip attack, make an unarmed melee touch attack against your target. This provokes an attack of opportunity from the target as normal for unarmed attacks. If the attack succeeds, you make a Strength check opposed by the defender's Dexterity or Strength check (whichever has the higher modifier). If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

You may make a trip attack as a substitute for any melee attack. Therefore, you can use a trip attack as a regular attack or at the end of charge action, or you can attempt a trip attack one or more times during a full attack action, or you can even use a trip attack as an attack of opportunity.

Special Combat Situations

Cast Defensively

You may attempt to cast a spell while paying attention to threats and avoiding blows. In this case, you are no more vulnerable to attack than you would be if you were just standing there. So, casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check. Failure means that you lose the spell.

Concealment

Concealment occurs whenever a target creature is difficult to see but nothing physical is blocking an attack. Concealment can be caused by fog or smoke or magical effects like those provided by the spells blur or concealment. There is a 20% chance that any successful attack against a concealed target will miss. Furthermore, if a target is totally concealed, because he is invisible or the attacker is blinded, then there is a 50% chance that any successful attack against a totally concealed target will miss. A totally concealed target is immune to attacks of opportunity, as well.

Cover

Cover occurs when a target is more difficult to hit because something physical is in the way. Objects like barrels and tables can provide cover and even other creatures can interfere with ranged attacks and provide cover for a target. A covered target gains a +4 bonus to his AC and a +2 bonus to all Reflex saving throws against attacks that originate from a point and do not spread (e.g. cover gives a bonus to the Reflex save against a Lightning Bolt but not a Fireball). If a target has total cover (like being behind a wall), then he cannot be attacked at all.

Critical Hits

Each weapon has a critical threat range and multiplier, which reveal how the weapon scores critical hits. Some weapons just have a multiplier, which means on a roll of a natural 20, the weapon has the potential to deal extra damage if the critical hit is confirmed. The critical hit is confirmed by rolling a second attack roll. If it is successful, the attack is a critical hit and the weapon's normal damage is multiplied by its critical hit multiplier. Any extra damage, like the fire damage of a flaming sword or a rogue's sneak attack damage, is not multiplied.

Some weapons show a range in addition to the multiplier and that range is the extended threat range of the weapon. That weapon has the potential to score a critical hit on any natural roll in that range. For example, a range-multiplier of 19–20/x2 means on a natural roll of 19 or 20, the weapon has the potential to deal double damage if the critical hit is confirmed.

Coup de grace attacks (see page 106) always score critical hits and automatically apply the damage multiplier without any need to confirm the critical hit.

Encumbrance

Every item you carry, except for money and keys, has a weight and the more weight you carry, the more encumbered you will become. An encumbered character is much less effective in combat.

Fight Defensively

As a standard action, you can choose to fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round. This bonus stacks with the AC bonus granted by the Combat Expertise feat.

As a full-round action, you can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Flanking

When making a melee attack, you get a +2 flanking bonus to your attack roll if an ally of yours who is on the opposite side of the creature also threatens your opponent. Therefore, moving your attacking characters on opposite sides of a target can be an extremely rewarding maneuver, since both of them will gain flanking bonuses against the target.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed or unconscious. A helpless character takes a –4 penalty to AC against melee attacks, his Dexterity score is treated as if it were 0, so his Dexterity modifier to AC is considered –5. He is also vulnerable to sneak attacks and coup de grace attacks.

Nonlethal Damage

Sometimes you get roughened up or weakened, such as by getting clocked in a fistfight or tired out by a forced march. This sort of trauma is not lethal, but it can knock you out or make you faint. If you take sufficient nonlethal damage, you fall unconscious, but you don't die. Nonlethal damage goes away much faster than lethal damage does.

Certain attacks deal nonlethal damage, such as a human's unarmed strike. Other effects, such as heatstroke or exhaustion, also deal nonlethal damage. Technically, nonlethal damage is not "real" damage (meaning, it's not deducted from your current hit points). Instead, when your nonlethal damage equals your current hit points, you're staggered and when it exceeds your current hit points, you fall unconscious.

You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll because you have to use the flat of the blade, strike at non-vital areas or check your swing. You use the Radial Menu to switch damage types.

You can also use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll because you have to strike only in the most vulnerable areas to inflict lethal damage. Use the Radial Menu to switch damage types.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is very difficult, however and you suffer a –6 penalty to your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. You can reduce these penalties if your off-hand weapon is light (both penalties are reduced by 2), or you have the Two-Weapon Fighting feat (which reduces the primary hand penalty by 2 and the offhand penalty by 6). These reductions are stacked.

Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon fighting feat	–2	–2

Unarmed attacks

A Medium character deals 1d3 points on nonlethal damage with an unarmed strike, including a punch, kick or a head butt. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

ADVENTURING

Your party of characters will spend the majority of their time adventuring, in dark dungeons and fetid swamps and even extra-planar voids. This section is devoted to explaining how, during the course of these adventures, your characters will gain experience, acquire treasure and earn reputations. Additionally, the section explains how new characters, both player characters and NPCs, will be added to the party.

Experience

As you adventure with your party of characters, you can perform two tasks that will earn you experience points. The first is to complete quests, which are assignments given to you, usually by NPCs. The second is to kill other creatures, most of whom are trying to kill you as well. Both tasks are assigned Challenge Ratings (CR), which is a numerical rating of their difficulty. In general, a CR is a number that indicates that a party of four player characters of that level would find that quest or monster a challenge to overcome.

When a quest is completed or a creature is killed, its CR value is converted into experience points for everyone in the party, living or dead, player or follower. Summoned creatures, including animal companions, do not receive experience points and do not reduce the amount received by the other party members. If the party is currently involved in combat, this experience is pooled until combat is over; otherwise, experience is handed out immediately. While the exact amount of experience can vary, the general rule is that the higher the CR, the more the experience and the lower the level of the party, the higher the experience. Thus, for a fixed CR value, a lower-level character receives more experience than a higher-level one and for a fixed character level, a higher CR task yields more experience than a lower CR task.

If a character receives enough experience points to gain a new level, a “level up” sound and animation will play for that character and a button will appear on that character’s portrait. If you click on this button, you go through the level-up process. However, you may also opt to postpone leveling up, perhaps to spend the experience points on magic item creation, or because you are currently unable to advance a level because you are a fallen paladin. Whatever the reason, you will continue to gain experience points whether you level up or not. In fact, if you reach the maximum level of 10, you will continue to gain experience points, which you can spend on magic item creation.

Treasure

Finding treasure is the high point of any adventurer’s career. A chest may hold gold or gems or even the coveted and rare magic item. However, opening a chest or other container is not without risk. Traps abound in the dungeons of Greyhawk and a seemingly unguarded chest is an invitation to danger.

Like doors, containers may be locked. Any attempt to open a locked container without possessing its key will result in failure and the word “Locked” floating above the container. You must then use the Open Lock skill or magic to attempt to unlock it, or you will not be able to open it.

An unlocked container may be opened, but if it is trapped, your character will perform a passive Search check (1d20 + his Search skill against the DC of the trap) to see if he detects the trap. If so, the word “Trapped” is floated over the container and it is not opened. If the Search check fails or if you try a second time to open a container that you know is trapped, the trap will spring.

It is wiser to perform an active Search check — using the Radial Menu — of all containers, as this means you are taking your time to perform the search well. You get an automatic 20 on your 1d20 roll and if anyone in the party has the Search skill, they can assist you and add bonuses to your roll (see the Search skill on page 74).

Once a trap is located, you must use Disable Device to attempt to disarm the trap, or the container cannot be opened without triggering the trap. Traps usually take the form of darts or blades hitting the opener, but some traps contain poison gas, acid sprays and magic spells that can affect anyone near the container. Some parties have been known to survive the encounter with fearsome monsters only to die at the foot of their treasure chest.

Opening any container for the first time, including looting a body, may cause a delay if any of your followers wish to collect their share of loot. If they do, then they will float text above themselves that identify what they are taking and you must open the container a second time in order to loot.

Reputations

During the game, you may find that several of your characters’ actions have led to the party gaining reputations. A reputation is a widespread label associated with your party and some NPCs will have their reactions adjusted up or down by the reputation. When a reputation is gained, an entry in the Logbook is added. This entry explains the effects of the reputation, such as what groups pay attention to it and how their reactions are adjusted. Once gained, a reputation cannot be removed.

Adding and Removing Player Characters

You can add and remove player characters from your party by entering the Inn of the Welcome Wench in Hommlet or the Waterside Hostel in Nulb. Upon entering, you will see a special scenery object, a book, near the entrance and the innkeeper. Clicking on this book will bring up an interface to add and remove player characters to the party, similar to how you originally made the party at the start of the game. You can add existing characters from the pool or create new ones to add to the party. You may also remove any



player characters from the party, but please note that removed characters are deleted. You lose any items they had, so be sure to transfer these items to other characters before removing the character from the party.

Followers

Followers are non-player characters that you gain during play through dialog (as opposed to, for example, animal companions). Sometimes, followers join willingly and sometimes you will need to convince them using dialog skills like Diplomacy or Intimidate. Their decision to join can depend on factors such as reaction, party alignment, party size and even the presence of certain other followers. If an NPC does want to join your party, he will always indicate what share of the treasure he expects to earn. Some NPCs ask for little or no share of treasure and others will ask for a great deal of looting shares. Pay attention to what they ask for, because they will take this loot automatically whenever you open a container or search a dead body for the first time.

Followers can be controlled in and out of combat, but they do perform some tasks autonomously. Followers may decide to sell some of their own items whenever you barter with a shopkeeper and some may leave the party when some internal goal or agenda has been met. Some followers will warn you ahead of time if they have any conditions that will make them leave the party, while others will simply tell you when they are departing.

Since left-clicking on a party member will select them, you must talk to them via the Radial Menu. You should talk to your followers occasionally to learn things from them, or simply to tell them to leave the party. Some followers will not disband from the party at any location. Instead, they will ask to be returned to the nearest village before they will depart. Of course, you can always remove followers from the party when they are dead. An icon appears on a dead follower's portrait for that reason.

Followers do not display much of their character information in the character/inventory screen and you may not manipulate their inventory while in that interface. Bear in mind that some followers may lie about their abilities, either possessing abilities that they do not mention or lacking skills they claim to have.

Followers receive a full share of experience from quests and combat, just like player characters. If they receive enough experience, they will increase their class levels and gain the appropriate new abilities. **Note:** Although animal companions and summoned monsters get no such experience share, animal companions also become more powerful as their master gains levels.

MAGIC

Spellcasting is an important class feature of many classes and for wizards and sorcerers, nothing is more important than their ability to cast spells. This section will explain exactly how spellcasting works, including how spells are selected, how they are cast and how they affect their targets. First, however, we will look at the two main classifications of spells, the arcane and the divine.

Casting Spells

Spells may be cast both during and outside of combat, but some spells are considered hostile and combat will begin if any targeted creatures survive the spell or if their allies witness the spell's effect.

Spell Targeting

After selecting a spell from the Radial Menu, you will have to select a target, target location, or target area, as necessary. Some spells can have multiple targets, such as Magic Missile, so you will need to select as many targets as your cursor indicates before the spell will be cast. Some spells have variable number of targets, such as Chain Lightning, in which case you pick the targets you want and then tap the space bar to initiate the spell. Some spells, such as Bless, target you or your allies automatically, so no target selection is necessary.

Spells are usually cast as a standard action, but that varies by the spell, so be sure to check its description. The Quicken Spell metamagic feat (see page 89) can transform a spell's casting into a free action. This manual provides brief descriptions of all spells, sorted by class. The game contains more detailed descriptions, which you can read in the in-game Help system (see page 16).

Components

All spells have components, which are things you must do or possess in order to cast them. There are four kinds of components in this game:

- **Verbal:** The spell must be spoken aloud, unless the Silent Spell metamagic feat is used.
- **Somatic:** The spell requires gestures to cast and such spells are subject to failure if the caster is wearing certain armor types (see Armor on page 101). The metamagic feat Still Spell can eliminate the need to gesture to cast these spells.
- **Material:** Some spells require physical substances to cast. If these are of negligible cost (less than 100 gold pieces), the game assumes you have them. If these are not of negligible cost, the game will deduct the appropriate amount of gold from the party money pool. If there is not enough money in the pool, the spell cannot be cast.
- **XP:** Some spells tap the life force of the caster himself and entail an experience point (XP) cost to cast. If the XP cost would cause the caster to lose a level, then the spell cannot be cast.

Spell Resistance

Some creatures possess spell resistance (SR), which is like an Armor Class against magical attacks. If you cast a spell at a creature with SR, you must make a caster level check (1d20 + your caster level) at least equal to the creature's SR in order for your spell to have a chance to affect the creature. If you succeed, the creature still gets a saving throw against the spell, if any. If you fail, the spell does not affect the creature at all.

Saving Throws

Many spells are susceptible to a saving throw, which allows the target to avoid all or most of the effects of the spell. Each spell indicates whether the saving throw is a Fortitude, Reflex or Will save. A saving throw against a spell has a DC of 10 + level of the spell + the ability score modifier of the caster (Intelligence for wizards, Charisma for bards and sorcerers and Wisdom for the divine spellcasters). However, despite the DC, a natural 1 always fails and a natural 20 always succeeds.

If a saving throw succeeds, then the spell is either negated completely or works in partial manner, as indicated by the spell. If the saving throw fails, then the spell works.

Effect

After a spell is cast, one or more conditions may be applied to its target and appear on or near its portrait. These conditions remain until the spell is dispelled or reaches its duration and expires. Note that if two spells provide the same effect, these effects do not stack. Instead, the higher bonus or penalty effect takes precedence.

Duration

All spells have durations, which is how long the spell lasts (although its effects may last longer). Most spells are measured in minutes or hours, but some are measured in combat rounds, which are six seconds long, in case combat ends and the spell is still active. Some spells are instantaneous but have lasting effects, such as Cure Light Wounds or Fireball. Others are permanent, meaning the spell is in effect forever until it is dispelled or discharged.

Some spell durations are listed as "Concentration." This means the spell lasts for as long as you concentrate on maintaining it (although some spells list a maximum duration, after which the spell will expire). Such maintenance concentration is a standard action. Anything that can break your concentration while casting a spell can break your concentration while maintaining a spell, too. See Concentration on the next page for more details.

Some touch spells, such as Chill Touch, allow you to hold the charge and make touch attacks in subsequent combat rounds. These spells last until you have reached the limit of maximum touch attacks for that spell or until you cast another spell.

Finally, some spells are dismissible, meaning you can turn the spell off at will. Dismissing a spell is a standard action. **Note:** Merely ceasing concentration can terminate spells needing concentration. You don't need to use a standard action to do that.

Concentration

If you are interrupted while casting a spell, either by injury or by a spell, then you must make a Concentration check. If you take injury, then the DC is 10 + the points of damage + the level of the spell you are casting. If you are affected by a spell that does not do damage, then the DC is the spell's saving throw DC + the level of the spell you are casting. If the spell has no saving throw, use the DC that the spell's saving throw would have if a save were allowed.

You can always cast defensively to avoid having to make a Concentration check while casting.

Counterspell

When an enemy spellcaster tries to cast a spell, you can attempt to disrupt it by counterspelling. To attempt a counterspell, you must have selected the "Ready for counterspell" action on the Radial Menu during your turn. When the enemy casts a spell, you must make a Spellcraft check of DC 15 + the spell's level to identify the spell. The game will check to see if you have a counterspell in this order:

1. The same spell.
2. An opposed spell (such as using Haste to counterspell Slow).
3. Dispel Magic.
4. If you have Improved Counterspell, any higher-level spell of the same school.

You will automatically cast the counterspell. If you are counterspelling with Dispel Magic, it may not succeed. Otherwise, your counterspelling is automatic and both spells negate each other.

Spontaneous Casting

All good and some neutral clerics can spontaneously cast any of their spells as Cure spells of the same level, while all evil and some neutral clerics can spontaneously cast any of their spells as Inflict spells of the same level. Druids can also spontaneously cast any of their spells as a Summon Nature's Ally spell of the same level.

Arcane

Arcane spells involve the direct manipulation of magical energy and, compared to divine spells, they are more likely to produce dramatic results, such as explosions or transformations. However, arcane spells are poor at healing wounds. Arcane spells are the purview of wizards, sorcerers and bards.

Of the three arcane spellcasting classes, only wizards keep spellbooks and need to prepare their spells ahead of time. Before resting, a wizard must select a certain number of spells from his spellbook as the ones he will be capable of casting. This limit is based on the wizard's level, although a high Intelligence score will allow a wizard to cast a few additional spells. However, to cast any arcane spell, a wizard must have an Intelligence of at least 10 + the spell's level.

Wizards gain two new spells in their spellbooks when they go up a level and they can also copy spells into their spellbooks from scrolls. To copy a scroll, the wizard must make a Spellcraft check against a DC of 15 + the spell's level. If successful, the spell is entered into his spell book and the scroll is destroyed. If unsuccessful, the scroll is unharmed, but the wizard may not try again until he gains at least one more rank in Spellcraft.

Bards and sorcerers, unlike wizards, can cast any spell they know, without any need for preparation. However, the spell selection is more limited than wizards and like all spellcasters, they can only cast a limited number of spells each day. This limit is based on their level, although a high Charisma score will allow them to cast a few additional spells. However, to cast any arcane spell, a bard or sorcerer must have a Charisma of at least 10 + the spell's level.

Bards and sorcerers gain new spells when they gain levels and this is the only means by which they gain new spells. Although they can use arcane scrolls, they cannot gain new spells from them, as they have no spellbooks into which to copy the scrolls.

Divine

Clerics, druids, paladins and rangers cast divine spells, which are spells that draw their power from a divine source. While they tend to be less flashy than arcane spells, divine spells excel at healing and short of a wish, only divine spells can bring the dead back to life.

Divine spellcasters must prepare their spells like a wizard, choosing what spells they can cast at the end of a period of prayer and meditation. However, unlike wizards, divine casters can choose any spell on their class spell list that is appropriate to their level and clerics can pick spells from their domain spell lists as well. Like all spellcasters, they can only cast a limited number of spells each day. This limit is based on their level, although a high Wisdom score will allow them to cast a few additional spells. However, to cast any divine spell, a divine spellcaster must have a Wisdom of at least 10 + the spell's level.

Magic Schools

Most spells belong to one of eight schools of magic, with a few spells (called universal spells) belonging to no school at all. The eight schools of magic are described below.

Abjuration

Abjurations are protective spells. They create physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence. Representative spells include Protection from Evil, Dispel Magic and Banishment.

Conjuration

Each conjuration spell belongs to one of five subschools. Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), heal (healing), transport creatures of objects over great distances (teleportation) or create objects of effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands. Representative spells include the various Summon Monster spells, Cure Light Wounds, Raise Dead, Teleport and Wall of Iron.

Divination

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things and to foil deceptive spells. Representative spells include Identify, Detect Thoughts, Clairaudience/Clairvoyance and True Seeing.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior. Representative spells include Charm Person and Suggestion.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects and evocation spells can deal large amounts of damage. Representative spells include Magic Missile, Fireball and Lightning Bolt.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises or remember things that never happened. Representative illusions include Invisibility.

Necromancy

Necromancy spells manipulate the powers of death, unlife and the life force. Spells involving undead creatures make up a large part of this school. Representative spells include Cause Fear and Animate Dead.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition. Representative spells include Enlarge Person and Reduce Person.

During character creation, wizard characters can specialize in one school of magic. The wizard can prepare one extra spell of this school per spell level each day and he also gains a +2 to any Spellcraft check that deals with spells of this school. However, the specializing wizard must choose two other schools of magic and these spells are unavailable to the wizard. He cannot learn them, cast them from scrolls or even use wands with those spells.

There is one exception to the specialization rule above. No wizard may give up the divination school of magic and if he chooses to specialize in divination, he must only give up one school of magic instead of two.

SPELLS

This section contains spells listed by class and level. Spells marked with an asterisk (*) are new for D&D version 3.5. The information in this list is abbreviated from what you'll find in the game or the *D&D Player's Handbook Core Rulebook I v 3.5*. For complete information on all of these spells, check in game or in the *Player's Handbook*. For the purposes of the manual, we've grouped spells by class and included the following information: spell level; subschool (such as Enchantment); type (such as Compulsion); descriptor (such as Mind-Affecting); and spell description. Where appropriate, we've also included material component.

Bard Spells

0-Level Bard Spells

Daze: (Enchantment (Compulsion)) [Mind-Affecting] Humanoid creature of 4 HD or less loses next action.

Detect Magic: (Divination) Detect spells and magic items within 60 feet.

Flare: (Evocation) [Light] Light burst dazzles one creature (–1 on attack rolls).

Open/Close: (Transmutation) Open an object, such as a chest or container. Will not open magically locked doors.

Read Magic: (Divination) Decipher magical inscriptions on scrolls that would otherwise be unintelligible.

Resistance: (Abjuration) Subject gains +1 on saving throws.

1st-Level Bard Spells

Cause Fear: (Necromancy) [Fear, Mind-Affecting] One creature of 5 HD or less flees for 1d4 rounds. Cause Fear counters and dispels Remove Fear.

Charm Person: (Enchantment (Charm)) [Mind-Affecting] Makes a humanoid creature regard you as its trusted friend and ally.

Confusion, Lesser*: (Enchantment (Compulsion)) [Mind-Affecting] Causes a single creature to become confused for one round.

Cure Light Wounds: (Conjuration (Healing)) Cures 1d8 points of damage +1 point/level (maximum +5). Deals damage to undead creatures.

Detect Secret Doors: (Divination) Detects passages, doors or openings within 60 feet.

Expeditious Retreat: (Transmutation) Increases your land speed by 30 feet. (This adjustment is treated as an enchantment bonus).

Grease: (Conjuration (Creation)) Covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall.

Identify: (Divination) Reveals all magical properties of an item in your inventory. Each use of Identify costs 100 gp.

Remove Fear: (Abjuration) Suppresses fear and gives +4 to Fear checks for 10 min. Remove Fear counters and dispels Cause Fear.

Sleep: (Enchantment (Compulsion)) [Mind-Affecting] Puts 4HD of creatures into a magical slumber. Sleep does not affect unconscious creatures, constructs or undead creatures.

Summon Monster I: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

Tasha's Hideous Laughter: (Enchantment (Compulsion)) [Mind-Affecting] Subject loses actions for 1 round/level because they are afflicted with uncontrollable laughter.

2nd-Level Bard Spells

Animal Trance: (Enchantment (Compulsion)) [Mind-Affecting, Sonic] Fascinates 2d6 HD of animals.

Blindness/Deafness: (Necromancy) Renders the subject blinded and deafened.

Blur: (Illusion (Glamour)) Attacks miss subject 20% of the time. See Invisibility does not counteract the Blur effect, but True Seeing does.

Calm Emotions: (Enchantment (Compulsion)) [Mind-Affecting] Calms creatures, negating emotion effects (positive and negative); suppresses fear, morale bonuses and confusion.

Cat's Grace: (Transmutation) Subject gains +4 to Dexterity for 1 min./level.

Cure Moderate Wounds: (Conjuration (Healing)) Cures 2d8 points of damage +1 point/level (maximum +10).

Daze Monster*: (Enchantment (Compulsion)) [Mind-Affecting] Living creature of 6 HD or less loses next action.

Delay Poison: (Conjuration) Stops poison from harming subject for 1 hour/level.

Eagle's Splendor*: (Transmutation) Grants a +4 enhancement bonus to Charisma for 1 min./level.

Fox's Cunning*: (Transmutation) Subject gains +4 Int for 1 min./level.

Glitterdust: (Conjuration (Creation)) Blinds creatures; outlines invisible creatures.

Heroism*: (Enchantment (Compulsion)) [Mind-Affecting] The target gains a +2 morale bonus on attack rolls, saves and skill checks.

Hold Person: (Enchantment (Compulsion)) [Mind-Affecting] The humanoid subject becomes paralyzed and freezes in place for 1 round/level.

Invisibility: (Illusion) Subject becomes invisible for 1 min./level, or until it attacks.

Mirror Image: (Illusion (Figment)) Creates 1d4 duplicate images of you plus one image per three caster levels (maximum three images).

Rage: (Enchantment (Compulsion)) [Mind-Affecting] Subject gains +2 to Strength and Constitution, +1 on Will saves and -2 to AC.

Scare: (Necromancy) [Fear, Mind-Affecting] Causes all targeted creatures of less than 6 HD to become frightened.

Shatter: (Evocation (Sonic)) Sonic vibration results in damage to earth elementals.

Silence: (Illusion (Glamour)) Negates sound in a 20-ft. radius or targets a creature and the creature is forced to be silent.

Sound Burst: (Conjuration (Creation)) Every creature in the area takes 1d8 points of sonic damage.

Suggestion: (Enchantment (Compulsion)) [Mind-Affecting, Language-Dependent] Compels subject to follow course of action; subject is added as a controllable NPC.

Summon Monster II: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

Summon Swarm: (Conjuration (Summoning)) Summon a swarm of animals, based on what you select from the Radial Menu.

3rd-Level Bard Spells

Blink: (Transmutation) You randomly vanish and reappear for 1 round/level.

Charm Monster: (Enchantment (Charm)) [Mind-Affecting] Makes monster believe that it is your ally.

Claudiaudience/Clairvoyance: (Divination (Scrying)) Creates an invisible magical sensor at a specific location that enables you to hear or see as if you were there.

Confusion: (Enchantment (Compulsion)) [Mind-Affecting] Subjects behave oddly for 1 round/level.

Crushing Despair*: (Enchantment (Compulsion)) [Mind-Affecting] Subjects take -2 on attack rolls, damage rolls, saves and checks. Crushing Despair counters and dispels Good Hope.

Cure Serious Wounds: (Conjuration (Healing)) Cures 3d8 points of damage +1 point/level (maximum +10).

Deep Slumber*: (Enchantment (Compulsion)) [Mind-Affecting] Puts 10 HD of creatures to sleep. Deep Slumber does not affect unconscious creatures, constructs, or undead creatures.

Dispel Magic: (Abjuration) Cancels spells and magical effects.

Fear: (Necromancy) [Fear, Mind-Affecting] Subjects within cone flee for 1 round/level.

Gaseous Form: (Transmutation) Subject becomes translucent and insubstantial and gains damage reduction, unless it's magic.

Good Hope*: (Enchantment (Compulsion)) [Mind-Affecting] Each affected creature gains a +2 morale bonus on saving throws, attack rolls ability checks, skills checks and weapon damage rolls. Good Hope counters and dispels Crushing Despair.

Haste: (Transmutation) One creature/level moves faster, +1 on attack rolls and a +1 dodge bonus to AC and Reflex saves.

Invisibility Sphere: (Illusion (Glamour)) Confers invisibility upon all creatures within 10 feet of the recipient.

Remove Curse: (Abjuration) Frees object or person from curse. Remove Curse counters and dispels Bestow Curse.

See Invisibility: (Divination) You can see any objects or beings that are invisible within your range of vision, as if they were normally visible.

Slow: (Transmutation) One subject/level takes only one action/round; –1 penalty to AC, attack rolls and reflex saves. Slow counters and dispels Haste.

Summon Monster III: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

4th-Level Bard Spells

Break Enchantment: (Abjuration) Frees subjects from enchantments, alterations, curses and petrification.

Cure Critical Wounds: (Conjuration (Healing)) Cures 4d8 points of damage +1 point/level (maximum +10).

Dimension Door: (Conjuration) [Teleportation] Enables you or another recipient of the spell to teleport anywhere on the current map in *ToEE*.

Dominate Person: (Enchantment (Compulsion)) [Mind-Affecting] Controls humanoid subject telepathically.

Freedom of Movement: (Abjuration) Subject moves normally despite impediments.

Hold Monster: (Enchantment (Compulsion)) [Mind-Affecting] Paralyzes any creature for 1 round/level.

Invisibility, Greater: (Illusion (Glamour)) Subject is invisible for 1 min./level and remains invisible even while attacking.

Neutralize Poison: (Conjuration (Healing)) Immunizes subject against poison, and will detoxify venom within or on subject.

Repel Vermin: (Abjuration) An invisible barrier holds back vermin.

Shout: (Evocation (Sonic)) Deafens all within cone and deals 5d6 sonic damage.

Summon Monster IV: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

Cleric Spells

0-Level Cleric Spells

Cure Minor Wounds: (Conjuration (Healing)) Cures one point of damage.

Detect Magic: (Divination) Detects spells and magic items within 60 feet.

Guidance: (Divination) The subject gains a +1 competence bonus on attack rolls, saving throws and skill checks.

Inflict Minor Wounds: (Necromancy) Touch attack, one point of damage.

Read Magic: (Divination) Decipher magical inscriptions on scrolls that would otherwise be unintelligible.

Resistance: (Abjuration) Subject gains +1 on saving throws.

Virtue: (Transmutation) The subject gains one temporary hit point.

1st-Level Cleric Spells

Bane: (Enchantment (Compulsion)) [Fear, Mind-Affecting] Enemies take a –1 penalty on attack rolls and saves against fear.

Bless: (Enchantment (Compulsion)) [Mind-Affecting] Allies gain +1 on attack rolls and saves against fear. Bless counters and dispels Bane.

Bless Water: (Transmutation) [Good] Imbues a flask of water with positive energy, turning it into holy water, which is directly summoned into your inventory.

Material Component: Five pounds of powdered silver (worth 25 gp).

Cause Fear: (Necromancy) [Fear, Mind-Affecting] One creature of 5 HD or less flees for 1d4 rounds. Cause Fear counters and dispels Remove Fear.

Command: (Enchantment (Compulsion)) [Language-Dependent, Mind-Affecting] Give the subject a single command, which it obeys to the best of its ability.

Cure Light Wounds: (Conjuration (Healing)) Cures 1d8 points of damage +1 point/level (maximum +5). Deals damage to undead creatures.

Curse Water: (Necromancy) [Evil] Imbues a flask of water with negative energy, turning it into unholy water. *Material Component:* Five pounds of powdered silver (worth 25 gp).

Detect Chaos/Evil/Good/Law: (Divination) Reveals creatures, spells or objects of selected alignment.

Detect Undead: (Divination) Reveals undead within 60 ft.

Divine Favor: (Evocation) The subject gains +1 per three levels on attack and damage rolls.

Doom: (Necromancy) [Fear, Mind-Affecting] One subject takes –2 on attack rolls, damage rolls, saves and checks.

Endure Elements*: (Abjuration) Grants limited protection (based on your choice) from acid, cold, electricity, fire, or sonic damage.

Entropic Shield: (Abjuration) Each ranged attack directed at you, for which the attacker must make an attack roll, has a 20% miss chance.

Hide from Undead*: (Abjuration) Undead cannot see, hear or smell the warded creatures (or recipients) of this spell.

Inflict Light Wounds: (Necromancy) Touch deals 1d8 damage +1/level (max +5).

Magic Stone: (Transmutation) Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: (Transmutation) Gives a weapon a +1 enhancement bonus on attack and damage rolls. You can't cast this spell on a natural weapon.

Obscuring Mist: (Conjuration (Creation)) Fog surrounds you; it obscures all sight beyond five feet in front of you and creatures have different levels of concealment.

Protection from Chaos: (Abjuration) [Lawful] +2 to AC and saves against chaotic creatures, counter mind control, hedge out elementals and outsiders.

Protection from Evil: (Abjuration) [Good] +2 to AC and saves against evil creatures, counter mind control, hedge out elementals and outsiders.

Protection from Good: (Abjuration) [Evil] +2 to AC and saves against good creatures, counter mind control, hedge out elementals and outsiders.

Protection from Law: (Abjuration) [Chaotic] +2 to AC and saves against lawful creatures, counter mind control, hedge out elementals and outsiders.

Remove Fear: (Abjuration) Suppresses fear and gives +4 to Fear checks for 10 min. Remove Fear counters and dispels Cause Fear.

Sanctuary: (Abjuration) Opponents cannot attack you and you cannot attack back.

Shield of Faith: (Abjuration) Grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +1, since the maximum level in *ToEE* is 10th).

Summon Monster I: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

2nd-Level Cleric Spells

Aid: (Enchantment (Compulsion)) [Mind-Affecting] +1 on attack rolls and saves against fear, 1d8 temporary hit points +1/level (max +10).

Bear's Endurance*: (Transmutation) Subject gains +4 to Constitution for 1 min./level.

Bull's Strength: (Transmutation) Subject gains +4 to Strength for 1 min./level.

Calm Emotions: (Enchantment (Compulsion) Mind-Affecting) Calms creatures, negating emotion effects (positive and negative); suppresses fear, morale bonuses and confusion.

Consecrate: (Evocation) [Good] Fills area with positive energy, making undead weaker.

Cure Moderate Wounds: (Conjuration (Healing)) Cures 2d8 points of damage +1 point/level (maximum +10).

Death Knell: (Necromancy) [Death, Evil] Kills dying creature; you gain 1d8 temporary hit points, +2 to Strength and add one caster level, which improves spell effects dependent upon caster level. Duration is 10 min./HD of creature drained.

Delay Poison: (Conjuration) Stops poison from harming subject for 1 hour/level.

Desecrate: (Evocation) [Evil] Fills area with negative energy, making undead stronger. Desecrate counters and dispels Consecrate.

Eagle's Splendor*: (Transmutation) Grants a +4 enhancement bonus to Charisma for 1 min./level.

Find Traps: (Divination) Notice traps the way a rogue does. Note: Find Traps grants no ability to disable the traps that you may find.

Hold Person: (Enchantment (Compulsion)) [Mind-Affecting] The humanoid subject becomes paralyzed and freezes in place for 1 round/level.

Inflict Moderate Wounds: (Necromancy) Deal 2d8 points of damage +1 point/level (maximum +10).

Owl's Wisdom*: (Transmutation) Grants a +4 enhancement bonus to Wisdom for 1 min./level.

Remove Paralysis: (Conjuration (Healing)) Free one or more creatures from the effects of any temporary paralysis or related magic, including a Ghoul's Touch or a Slow spell.

Restoration, Lesser: (Conjuration (Healing)) Dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.

Shatter: (Evocation (Sonic)) Sonic vibration results in damage to earth elementals.

Silence: (Illusion (Glamour)) Negates sound in a 20-ft. radius or targets a creature and the creature is forced to be silent.

Sound Burst: (Conjuration (Creation)) Every creature in the area takes 1d8 points of sonic damage.

Spiritual Weapon: (Evocation (Force)) Magic weapon attacks on its own, strikes as a spell and can only be countered with Dispel Magic.

Summon Monster II: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

3rd-Level Cleric Spells

Animate Dead: (Necromancy) [Evil] Creates a zombie or a skeleton from the corpse of a slain enemy.

Bestow Curse: (Necromancy) -6 penalty to an ability score; -4 penalty on attack rolls, saves and checks; or 50% chance of losing each action. Bestow Curse counters Remove Curse.

Blindness/Deafness: (Necromancy) Renders the subject blinded and deafened.

Contagion: (Necromancy) [Evil] Infects subject with chosen disease.

Cure Serious Wounds: (Conjuration (Healing)) Cures 3d8 points of damage +1 point/level (maximum +10).

Dispel Magic: (Abjuration) Cancels spells and magical effects.

Inflict Serious Wounds: (Necromancy) Deal 3d8 points of damage +1 point/level (maximum +10).

Invisibility Purge: (Evocation) Dispels invisibility within 5 ft./level.

Magic Circle Against Chaos: (Abjuration) [Lawful] Acts like a Protection spell against Chaos, can be cast on friendly creatures (outward circle) or a hostile creature (inward circle) for 10 min./level, 10-ft. radius.

Magic Circle Against Evil: (Abjuration) [Good] Acts like a Protection spell against Evil, can be cast on friendly creatures (outward circle) or hostile creatures (inward circle) for 10 min./level, 10-ft. radius.

Magic Circle Against Good: (Abjuration) [Evil] Acts like a Protection spell against Good, can be cast on friendly creatures (outward circle) or hostile creatures (inward circle) for 10 min./level, 10-ft. radius

Magic Circle Against Law: (Abjuration) [Chaotic] Acts like a Protection spell against Law, can be cast on friendly creatures (outward circle) or hostile creatures (inward circle) for 10 min./level, 10-ft. radius.

Magic Vestment: (Transmutation) Armor or shield gains +1 enhancement bonus per four levels.

Meld Into Stone: (Transmutation) [Earth] You and your gear merge into stone; you cannot make any actions, nor do you take any damage.

Prayer: (Enchantment (Compulsion)) [Mind-Affecting] Allies receive +1 bonus on most rolls, enemies take -1 penalty.

Protection from Energy*: (Abjuration) Absorb 12 points/level damage from one kind of energy.

Remove Blindness/Deafness: (Conjuration (Healing)) Cures blindness or deafness, whether the effect is normal or magical in nature. Remove Blindness/Deafness counters and dispels Blindness/Deafness.

Remove Curse: (Abjuration) Frees object or person from curse. Remove Curse counters and dispels Bestow Curse.

Remove Disease: (Conjuration (Healing)) Cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others.

Searing Light: (Evocation) Ray deals 1d8/two levels damage (max 5d8); more against undead (1d6 per caster level, max 10d6).

Summon Monster III: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

Wind Wall: (Evocation) [Air] Deflects arrows and smaller creatures. In *ToEE*, the radius of Wind Wall is 3 feet/level (maximum 30 feet).

4th-Level Cleric Spells

Cure Critical Wounds: (Conjuration (Healing)) Cures 4d8 points of damage +1 point/level (maximum +10).

Death Ward: (Necromancy) Grants immunity to death spells and negative energy effects.

Dimensional Anchor: (Abjuration) Bars extra-dimensional movement.

Discern Lies: (Divination) Reveals deliberate falsehoods.

Dismissal: (Abjuration) Forces a creature to return to its native plane.

Divine Power: (Evocation) Gain a +6 enhancement bonus to Strength and you gain one temporary hit point per caster level.

Freedom of Movement: (Abjuration) Subject moves normally despite impediments.

Giant Vermin: (Transmutation) Summons one monster and places it under control of the party.

Inflict Critical Wounds: (Necromancy) Deal 4d8 points of damage per caster level (maximum +10).

Magic Weapon, Greater: (Transmutation)+1 every four levels (max +2).

Neutralize Poison: (Conjuration (Healing)) Immunizes subject against poison, and will detoxify venom within or on subject.

Poison: (Necromancy) Touch deals 1d10 Constitution damage, repeats in one minute.

Repel Vermin: (Abjuration) An invisible barrier holds back vermin.

Restoration: (Conjuration (Healing)) Restores level (experience points) and ability score drains.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Summon Monster IV: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

5th-Level Cleric Spells

Break Enchantment: (Abjuration) Frees subjects from enchantments, alterations, curses and petrification.

Cure Light Wounds, Mass*: (Conjuration (Healing)) Cures 1d8 points of damage +1 point/level (maximum +10) in each selected creature. Deals damage to undead in its area rather than curing them.

Dispel Chaos: (Abjuration) [Lawful] Subject gains +4 bonus against attacks by chaotic creatures.

Dispel Evil: (Abjuration) [Good] Subject gains +4 bonus against attacks by evil creatures.

Dispel Good: (Abjuration) [Evil] Subject gains +4 bonus against attacks by good creatures.

Dispel Law: (Abjuration) [Chaotic] Subject gains +4 bonus against attacks by lawful creatures.

Flame Strike: (Evocation) [Fire] Smite foes with 1d6 points of damage per caster level (maximum 10d6).

Inflict Light Wounds, Mass: (Necromancy) Deals 1d8 points of damage +1 per caster level (maximum +10). Cures undead in its area rather than damaging them.

Raise Dead: (Conjuration (Healing)) Restores life to subject.

Material Component: Diamonds worth a total of at least 5,000 gp.

Righteous Might: (Transmutation) Your size increases (reflected by your character stats) and you gain combat bonuses.

Slay Living: (Necromancy) [Death] Touch attack kills subject, unless creature makes a Fortitude save.

Spell Resistance: (Abjuration) Subject gains spell resistance of 12 + level (max. +10).

Summon Monster V: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

True Seeing: (Divination) Lets you see all things as they really are.

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom power, saffron and fat.

Cleric Domains and Domain Spells

Domains	Domain Spells
Air	<ol style="list-style-type: none"> 1. Obscuring Mist 2. Wind Wall 3. Gaseous Form 4. Dispel Air 5. Chain Lightning
Animal	<ol style="list-style-type: none"> 1. Calm Animals 2. Hold Animal 3. Dominate Animal 4. Summon Nature's Ally IV 5. Animal Growth
Chaos	<ol style="list-style-type: none"> 1. Protection from Law 2. Shatter 3. Magic Circle Against Law 4. Chaos Hammer 5. Dispel Law
Death	<ol style="list-style-type: none"> 1. Cause Fear 2. Death Knell 3. Animate Dead 4. Death Ward 5. Slay Living
Destruction	<ol style="list-style-type: none"> 1. Inflict Light Wounds 2. Shatter 3. Contagion 4. Inflict Critical Wounds 5. Inflict Light Wounds, Mass
Earth	<ol style="list-style-type: none"> 1. Magic Stone 2. Soften Earth and Stone 3. Meld into Stone 4. Dispel Earth 5. Stoneskin
Evil	<ol style="list-style-type: none"> 1. Protection from Good 2. Desecrate 3. Magic Circle Against Good 4. Unholy Blight 5. Dispel Good

Cleric Domains and Domain Spells Cont.

Domains	Domain Spells
Fire	<ol style="list-style-type: none"> 1. Burning Hands 2. Produce Flame 3. Resist Energy 4. Dispel Fire 5. Fire Shield
Good	<ol style="list-style-type: none"> 1. Protection from Evil 2. Aid 3. Magic Circle Against Evil 4. Holy Smite 5. Dispel Evil
Healing	<ol style="list-style-type: none"> 1. Cure Light Wounds 2. Cure Moderate Wounds 3. Cure Serious Wounds 4. Cure Critical Wounds 5. Cure Light Wounds, Mass
Knowledge	<ol style="list-style-type: none"> 1. Detect Secret Doors 2. See Invisibility 3. Clairaudience/Clairvoyance 4. Discern Lies 5. True Seeing
Law	<ol style="list-style-type: none"> 1. Protection from Chaos 2. Calm Emotions 3. Magic Circle Against Chaos 4. Order's Wrath 5. Dispel Chaos
Luck	<ol style="list-style-type: none"> 1. Entropic Shield 2. Aid 3. Protection from Energy 4. Freedom of Movement 5. Break Enchantment
Magic	<ol style="list-style-type: none"> 1. Magic Weapon 2. Identify 3. Dispel Magic 4. Globe of Invulnerability, Lesser 5. Spell Resistance

Domains	Domain Spells
Plant	<ol style="list-style-type: none"> 1. Entangle 2. Barkskin 3. Spike Growth 4. Command Plants 5. Blight
Protection	<ol style="list-style-type: none"> 1. Sanctuary 2. Blur 3. Protection from Energy 4. Otiluke's Resilient Sphere 5. Spell Resistance
Strength	<ol style="list-style-type: none"> 1. Enlarge Person 2. Bull's Strength 3. Magic Vestment 4. Rage 5. Righteous Might
Sun	<ol style="list-style-type: none"> 1. Endure Elements 2. Heat Metal 3. Searing Light 4. Fire Shield 5. Flame Strike
Travel	<ol style="list-style-type: none"> 1. Longstrider 2. Bear's Endurance 3. Haste 4. Dimension Door 5. Teleport
Trickery	<ol style="list-style-type: none"> 1. Invisibility to Undead 2. Invisibility 3. Suggestion 4. Confusion 5. Mind Fog
War	<ol style="list-style-type: none"> 1. Magic Weapon 2. Spiritual Weapon 3. Magic Vestment 4. Divine Power 5. Flame Strike

Domains	Domain Spells
Water	<ol style="list-style-type: none"> 1. Obscuring Mist 2. Fog Cloud 3. Sleet Storm 4. Dispel Water 5. Ice Storm

Druid Spells

0-Level Druid Spells

Cure Minor Wounds: (Conjuration (Healing)) Cures one point of damage.

Detect Magic: (Divination) Detects spells and magic items within 60 feet.

Flare: (Evocation) [Light] Light burst dazzles one creature (–1 on attack rolls).

Guidance: (Divination) The subject gains a +1 competence bonus on attack rolls, saving throws and skill checks.

Read Magic: (Divination) Decipher magical inscriptions on scrolls that would otherwise be unintelligible.

Resistance: (Abjuration) Subject gains +1 on saving throws.

Virtue: (Transmutation) The subject gains one temporary hit point.

1st-Level Druid Spells

Calm Animals: (Enchantment (Compulsion)) [Mind-Affecting] Calms (2d4 + level) HD of animals.

Charm Animal: (Enchantment (Charm) [Mind-Affecting] Makes a creature of any type or size regard you as its trusted friend and ally.

Cure Light Wounds: (Conjuration (Healing)) Cures 1d8 points of damage +1 point/level (maximum +5). Deals damage to undead creatures.

Endure Elements*: (Abjuration) Grants limited protection (based on your choice) from acid, cold, electricity, fire or sonic damage.

Entangle: (Transmutation) Plants entangle everyone in a 40-ft. radius.

Faerie Fire: (Evocation (Light)) Outlines subjects with light, therefore canceling the effects of Blur, concealment and the like.

Goodberry: (Transmutation) Summons 2d4 berries into your inventory; each berry cures one hit point.

Hide from Animals*: (Abjuration) Animals can't perceive one subject per level.

Longstrider*: (Transmutation) Increases your base land speed by 10 feet.

Magic Fang: (Transmutation) One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: (Transmutation) Three stones gain +1 on attack, deal 1d6 +1 damage.

Obscuring Mist: (Conjuration (Creation)) Fog surrounds you; it obscures all sight beyond five feet in front of you and creatures have different levels of concealment.

Produce Flame: (Evocation (Fire)) 1d6 damage +1/level, touch or thrown.

Shillelagh: (Transmutation) Quarterstaff becomes a +1 weapon (1d10 damage) for 1 min./level

Summon Nature's Ally I: (Conjuration (Summoning)) Allows you to summon a creature; choice of creature based on what you select from the Radial Menu.

2nd-Level Druid Spells

Animal Trance: (Enchantment (Compulsion)) [Mind-Affecting, Sonic] Fascinates 2d6 HD of animals.

Barkskin: (Transmutation) Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance*: (Transmutation) Subject gains +4 to Constitution for 1 min./level.

Bull's Strength: (Transmutation) Subject gains +4 to Strength for 1 min./level.

Cat's Grace: (Transmutation) Subject gains +4 to Dexterity for 1 min./level.

Chill Metal: (Transmutation) Creature wearing metal armor takes cold damage.

Delay Poison: (Conjuration) Stops poison from harming subject for 1 hour/level.

Fog Cloud: (Conjuration (Creation)) Fog obscures all sight within five feet.

Gust of Wind: (Evocation) [Air] Blows away or knocks down smaller creatures.

Heat Metal: (Transmutation) [Fire] Make metal armor so hot that it damages those who come into contact with it.

Hold Animal: (Enchantment (Compulsion)) [Mind-Affecting] Paralyzes one animal for 1 round/level.

Owl's Wisdom*: (Transmutation) Grants a +4 enhancement bonus to Wisdom for 1 min./level.

Reduce Animal*: (Transmutation) Creature halves in size.

Resist Energy*: (Abjuration) Ignores 10 (or more) points of damage per attack from specified energy type.

Restoration, Lesser: (Conjuration (Healing)) Dispers any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.

Soft Earth and Stone: (Transmutation (Earth)) Turns stone to clay or dirt to sand or mud.

Summon Nature's Ally II: (Conjuration (Summoning)) Allows you to summon a creature; choice of creature based on what you select from the Radial Menu.

Summon Swarm: (Conjuration (Summoning)) Summon a swarm of animals, based on what you select from the Radial Menu.

Tree Shape: (Transmutation) You look exactly like a tree for 1 hour/level and gain a +10 natural armor bonus.

3rd-Level Druid Spells

Call Lightning: (Evocation) Calls down lightning bolts (3d6 per bolt) from the sky.

Contagion: (Necromancy) [Evil] Infects subject with chosen disease.

Cure Moderate Wounds: (Conjuration (Healing)) Cures 2d8 points of damage +1 point/level (maximum +10).

Dominate Animal: (Enchantment (Compulsion)) [Mind-Affecting] Subject animal is enchanted and made a member of your party.

Magic Fang, Greater: (Transmutation) One natural weapon of subject creature gets +1 on attack and damage rolls.

Meld Into Stone: (Transmutation) [Earth] You and your gear merge into stone; you cannot make any actions, nor do you take any damage.

Neutralize Poison: (Conjuration (Healing)) Immunizes subject against poison, and will detoxify venom within or on subject.

Poison: (Necromancy) Touch deals 1d10 Constitution damage, repeats in one minute.

Protection from Energy*: (Abjuration) Absorb 12 points/level damage from one kind of energy.

Quench*: (Transmutation) Extinguishes nonmagical fires or one magic item.

Remove Disease: (Conjuration (Healing)) Cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others.

Sleet Storm: (Conjuration (Creation)) [Cold] Hamper vision and movement, causing creatures to move at half speed.

Spike Growth: (Transmutation) Creatures in area take 1d4 damage, may be Slowed.

Summon Nature's Ally III: (Conjuration (Summoning)) Allows you to summon a creature; choice of creature based on what you select from the Radial Menu.

Wind Wall: (Evocation) [Air] Deflects arrows and smaller creatures. In ToEE, the radius of Wind Wall is 3 feet/level (maximum 30 feet).

4th-Level Druid Spells

Blight*: (Necromancy) Withers one plant or deals 1d6/level damage to plant creature.

Cure Serious Wounds: (Conjuration (Healing)) Cures 3d8 points of damage +1 point/level (maximum +10).

Dispel Magic: (Abjuration) Cancels spells and magical effects.

Flame Strike: (Evocation) [Fire] Smite foes with 1d6 points of damage/level (maximum 10d6).

Freedom of Movement: (Abjuration) Subject moves normally despite impediments.

Giant Vermin: (Transmutation) Summons one monster and places it under control of the party.

Ice Storm: (Evocation) [Cold] Hail deals 5d6 damage in cylinder 40 ft. across.

Spike Stones: (Transmutation) [Earth] Creatures in area take 1d8 damage, may be Slowed.

Summon Nature's Ally IV: (Conjuration (Summoning)) Allows you to summon a creature; choice of creature based on what you select from the Radial Menu.

5th-Level Druid Spells

Animal Growth: (Transmutation) For every two levels, one animal doubles in size.

Call Lightning Storm: (Evocation) [Electricity] Calls down lightning bolts (5d6 per bolt) from the sky.

Cure Critical Wounds: (Conjuration (Healing)) Cures 4d8 points of damage +1 point/level (maximum +10).

Death Ward: (Necromancy) Grants immunity to death spells and negative energy effects.

Stoneskin: (Abjuration) Allows subject to ignore the first 10 points of damage per attack. *Material Component:* Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

Summon Nature's Ally V: (Conjuration (Summoning)) Allows you to summon a creature; choice of creature based on what you select from the Radial Menu.

Paladin Spells

1st-Level Paladin Spells

Bless: (Enchantment (Compulsion)) [Mind-Affecting] Allies gain +1 on attack rolls and saves against fear. Bless counters and dispels Bane.

Bless Water: (Transmutation) [Good] Imbues a flask of water with positive energy, turning it into holy water, which is directly summoned into your inventory. *Material Component:* Five pounds of powdered silver (worth 25 gp).

Cure Light Wounds: (Conjuration (Healing)) Cures 1d8 points of damage +1 point/level (maximum +5). Deals damage to undead creatures.

Detect Undead: (Divination) Reveals undead within 60 ft.

Divine Favor: (Evocation) The subject gains +1 per three levels on attack and damage rolls.

Endure Elements*: (Abjuration) Grants limited protection (based on your choice) from acid, cold, electricity, fire or sonic damage.

Magic Weapon: (Transmutation) Gives a weapon a +1 enhancement bonus on attack and damage rolls. You can't cast this spell on a natural weapon.

Protection from Chaos: (Abjuration) [Lawful] Subject gains +2 to AC and saves against chaotic creatures, counter mind control, hedge out elementals and outsiders.

Protection from Evil: (Abjuration) [Good] Subject gains +2 to AC and saves against evil creatures, counter mind control, hedge out elementals and outsiders.

Read Magic: (Divination) Decipher magical inscriptions on scrolls that would otherwise be unintelligible.

Resistance: (Abjuration) Imbue the subject with magical energy, granting it a +1 resistance bonus on saves.

Restoration, Lesser: (Conjuration (Healing)) Dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.

Virtue: (Transmutation) The subject gains one temporary hit point.

2nd-Level Paladin Spells

Bull's Strength: (Transmutation) Subject gains +4 to Strength for 1 min./level.

Delay Poison: (Conjuration) Stops poison from harming subject for 1 hour/level.

Eagle's Splendor*: (Transmutation) Grants a +4 enhancement bonus to Charisma for 1 min./level.

Owl's Wisdom*: (Transmutation) Grants a +4 enhancement bonus to Wisdom for 1 min./level.

Remove Paralysis: (Conjuration (Healing)) Free one or more creatures from the effects of any temporary paralysis or related magic, including a Ghoul's Touch or a Slow spell.

Resist Energy*: (Abjuration) Ignores 10 (or more) points of damage per attack from specified energy type.

Ranger Spells

1st-Level Ranger Spells

Calm Animals: (Enchantment (Compulsion)) [Mind-Affecting] Calms (2d4 + level) HD of animals.

Charm Animal: (Enchantment (Charm)) [Mind-Affecting] Makes a creature of any type or size regard you as its trusted friend and ally.

Delay Poison: (Conjuration) Stops poison from harming subject for 1 hour/level.

Endure Elements*: (Abjuration) Grants limited protection (based on your choice) from acid, cold, electricity, fire or sonic damage.

Entangle: (Transmutation) Plants entangle everyone in a 40-ft. radius.

Hide from Animals*: (Abjuration) Animals can't perceive one subject per level.

Longstrider*: (Transmutation) Increases your base land speed by 10 feet.

Magic Fang: (Transmutation) One natural weapon of subject creature gets +1 on attack and damage rolls.

Read Magic: (Divination) Decipher magical inscriptions on scrolls that would otherwise be unintelligible.

Resist Energy*: (Abjuration) Ignores 10 (or more) points of damage per attack from specified energy type.

Summon Nature's Ally I: (Conjuration (Summoning)) Allows you to summon a creature; choice of creature based on what you select from the Radial Menu.

2nd-Level Ranger Spells

Barkskin: (Transmutation) Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance*: (Transmutation) Subject gains +4 to Constitution for 1 min./level.

Cat's Grace: (Transmutation) Subject gains +4 to Dexterity for 1 min./level.

Cure Light Wounds: (Conjuration (Healing)) Cures 1d8 points of damage +1 point/level (maximum +5). Deals damage to undead creatures.

Hold Animal: (Enchantment (Compulsion)) [Mind-Affecting] Paralyzes one animal for 1 round/level.

Owl's Wisdom*: (Transmutation) Grants a +4 enhancement bonus to Wisdom for 1 min./level.

Protection from Energy*: (Abjuration) Absorb 12 points/level damage from one kind of energy.

Spike Growth: (Transmutation) Creatures in area take 1d4 damage, may be Slowed.

Summon Nature's Ally II: (Conjuration (Summoning)) Allows you to summon a creature; choice of creature based on what you select from the Radial Menu.

Wind Wall: (Evocation) [Air] Deflects arrows and smaller creatures. In *ToEE*, the radius of Wind Wall is 3 feet/level (maximum 30 feet).

Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells (Cantrips)

Acid Splash: (Creation) [Acid] Small orb deals 1d3 acid damage.

Daze: (Compulsion) [Mind-Affecting] Humanoid creature of 4 Hit Dice or less loses next action.

Detect Magic: (Divination) Detect spells and magic items within 60 ft.

Disrupt Undead: (Necromancy) Deals 1d6 damage to one undead creature.

Flare: (Evocation) [Light] Dazzles one creature, which receives -1 on attack rolls.

Open/Close: (Transmutation) Opens or closes doors and small chests — does not open doors that have been magically locked.

Ray of Frost: (Evocation) [Cold] Ray deals 1d3 cold damage.

Read Magic: (Divination) Gives ability to read scrolls.

Resistance: (Abjuration) Target gains +1 on saving throws.

1st-Level Sorcerer/Wizard Spells

Cause Fear: (Necromancy) [Fear, Mind-Affecting] One creature of 5 HD or less flees for 1d4 rounds. Cause Fear counters and dispels Remove Fear.

Charm Person: (Enchantment (Charm)) [Mind-Affecting] Makes a humanoid creature regard you as its trusted friend and ally.

Chill Touch: (Necromancy) One touch/level deals 1d6 damage and possibly 1 point of Strength damage.

Detect Secret Doors: (Divination) Detects passages, doors, or openings within 60 ft.

Detect Undead: (Divination) Reveals undead within 60 ft.

Endure Elements*: (Abjuration) Grants limited protection (based on your choice) from acid, cold, electricity, fire or sonic damage.

Enlarge Person*: (Transmutation) Doubles the height and increases the weight of humanoid creature by a factor of 8. Also increases reach and Strength, but reduces Dexterity, attack and AC.

Expeditious Retreat: (Transmutation) Increases your land speed by 30 ft. (This adjustment is treated as an enchantment bonus).

Grease: (Conjuration (Creation)) Covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall.

Hold Portal: (Abjuration) Magically holds doors and gates shut.

Identify: (Divination) Reveals all magical properties of an item in your inventory. Each use of Identify costs 100 gp.

Mage Armor: (Conjuration (Creation)) [Force] Gives subject +4 armor bonus.

Magic Missile: (Evocation) [Force] Deals 1d4 +1 damage, +1 missile per two levels above 1st (max +4).

Magic Weapon: (Transmutation) Gives a weapon a +1 enhancement bonus on attack and damage rolls. You can't cast this spell on a natural weapon.

Obscuring Mist: (Conjuration (Creation)) Fog surrounds you; it obscures all sight beyond five feet in front of you and creatures have different levels of concealment.

Protection from Chaos: (Abjuration) [Lawful] Subject gains +2 to AC and saves against chaotic creatures, counter mind control, hedge out elementals and outsiders.

Protection from Evil: (Abjuration) [Good] Subject gains +2 to AC and saves against evil creatures, counter mind control, hedge out elementals and outsiders.

Protection from Good: (Abjuration) [Evil] Subject gains +2 to AC and saves against good creatures, counter mind control, hedge out elementals and outsiders.

Protection from Law: (Abjuration) [Chaotic] Subject gains +2 to AC and saves against lawful creatures, counter mind control, hedge out elementals and outsiders.

Ray of Enfeeblement: (Necromancy) Ray deals 1d6+1 per two levels of Strength damage.

Reduce Person*: (Transmutation) Humanoid creature halves in size, and reduce in weight by a factor of 8. Increases Dexterity, attack and AC., but reduces Strength.

Shield: (Abjuration) [Force] Invisible disc gives +4 to AC, blocks Magic Missile attacks.

Shocking Grasp: (Evocation) [Electricity] Touch delivers 1d6/level electricity damage (max. 5d6).

Sleep: (Enchantment) [Compulsion, Mind-Affecting] Puts 4HD of creatures into a magical slumber. Sleep does not affect unconscious creatures, constructs, or undead creatures.

Summon Monster I: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

True Strike: (Divination) +20 insight bonus on your next attack roll.

2nd-Level Sorcerer/Wizard Spells

Bear's Endurance*: (Transmutation) Subject gains +4 to Constitution for 1 min./level.

Blindness/Deafness: (Necromancy) Renders the subject blinded and deafened.

Blur: (Illusion (Glamour)) Attacks miss subject 20% of the time. See Invisibility does not counteract the Blur effect, but True Seeing does.

Bull's Strength: (Transmutation) Subject gains +4 to Strength for 1 min./level.

Cat's Grace: (Transmutation) Subject gains +4 to Dexterity for 1 min./level.

Daze Monster*: (Enchantment (Compulsion)) [Mind-Affecting] Living creature of 6 HD or less loses next action.

Eagle's Splendor*: (Transmutation) Grants a +4 enhancement bonus to Charisma for 1 min./level.

False Life*: (Necromancy) Gain 1d10 temporary hp +1/level (max.+10).

Fog Cloud: (Conjuration (Creation)) Fog obscures all sight within five feet.

Fox's Cunning*: (Transmutation) Subject gains +4 Int for 1 min./level.

Ghoul Touch: (Necromancy) Paralyzes one subject, which exudes a stench that makes those nearby sickened.

Glitterdust: (Conjuration (Creation)) Blinds creatures; outlines invisible creatures.

Gust of Wind: (Evocation) [Air] Blows away or knocks down smaller creatures.

Invisibility: (Illusion) Subject becomes invisible for 1 min./level, or until it attacks.

Knock: (Transmutation) Opens locked doors, secret doors and chests; loosens chains and shackles.

Melf's Acid Arrow: (Conjuration (Creation)) [Acid] Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Mirror Image: (Illusion (Figment)) Creates 1d4 duplicate images of you plus one image per three caster levels (maximum +3).

Owl's Wisdom*: (Transmutation) Grants a +4 enhancement bonus to Wisdom for 1 min./level.

Protection from Arrows: (Abjuration) Subject immune to most ranged attacks.

Resist Energy*: (Abjuration) Ignores 10 (or more) points of damage per attack from specified energy type.

Scare: (Necromancy) [Fear, Mind-Affecting] Causes all targeted creatures of less than 6 HD to become frightened.

See Invisibility: (Divination) You can see any objects or beings that are invisible within your range of vision, as if they were normally visible.

Shatter: (Evocation (Sonic)) Sonic vibration results in damage to earth elementals.

Summon Monster II: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

Summon Swarm: (Conjuration (Summoning)) Summon a swarm of animals, based on what you select from the Radial Menu.

Tasha's Hideous Laughter: (Enchantment (Compulsion)) [Mind-Affecting] Subject loses actions for 1 round/level because they are afflicted with uncontrollable laughter.

Web: (Conjuration (Creation)) Fills 20-ft. radius spread with sticky spider webs.

3rd-Level Sorcerer/Wizard Spells

Blink: (Transmutation) You randomly vanish and reappear for 1 round/level.

Clairaudience/Clairvoyance: (Divination (Scrying)) Creates an invisible magical sensor at a specific location that enables you to hear or as if you were there.

Deep Slumber*: (Enchantment (Compulsion)) [Mind-Affecting] Puts 10 HD of creatures to sleep. Deep Slumber does not affect unconscious creatures, constructs, or undead creatures.

Dispel Magic: (Abjuration) Cancels spells and magical effects.

Displacement: (Illusion (Glamour)) Attacks will have a 50% miss chance on a subject.

Fireball: (Evocation) [Fire] Deals 1d6 damage per level, 20-ft. radius.

Gaseous Form: (Transmutation) Subject becomes translucent and insubstantial and gains damage reduction, unless it's magic.

Halt Undead: (Necromancy) Immobilizes undead for 1 round/level.

Haste: (Transmutation) One creature/level moves faster, +1 on attack rolls and a +1 dodge bonus to AC and Reflex saves.

Heroism*: (Enchantment (Compulsion)) [Mind-Affecting] The target gains a +2 morale bonus on attack rolls, saves and skill checks.

Hold Person: (Enchantment (Compulsion)) [Mind-Affecting] The humanoid subject becomes paralyzed and freezes in place for 1 round/level.

Invisibility Sphere: (Illusion (Glamer)) Confers invisibility upon all creatures within 10 feet of the recipient.

Keen Edge: (Transmutation) Doubles a normal weapon's threat range.

Lightning Bolt: (Evocation) [Electricity] Deals 1d6/level of electricity damage.

Magic Circle Against Chaos: (Abjuration) [Lawful] Acts like a Protection spell against Chaos, can be cast on friendly creatures (outward circle) or a hostile creature (inward circle) for 10 min./level, 10-ft. radius.

Magic Circle Against Evil: (Abjuration) [Good] Acts like a Protection spell against Evil, can be cast on friendly creatures (outward circle) or hostile creatures (inward circle) for 10 min./level, 10-ft. radius.

Magic Circle Against Good: (Abjuration) [Evil] Acts like a Protection spell against Good, can be cast on friendly creatures (outward circle) or hostile creatures (inward circle) for 10 min./level, 10-ft. radius.

Magic Circle Against Law: (Abjuration) [Chaotic] Acts like a Protection spell against Law, can be cast on friendly creatures (outward circle) or hostile creatures (inward circle) for 10 min./level, 10-ft. radius.

Magic Weapon, Greater: (Transmutation) Weapon gains +1 every four levels (max +2).

Protection from Energy*: (Abjuration) Absorb 12 points/level damage from one kind of energy.

Rage: (Enchantment (Compulsion)) [Mind-Affecting] Subject gains +2 to Strength and Constitution, +1 on Will saves and –2 to AC.

Sleet Storm: (Conjuration (Creation)) [Cold] Hamper vision and movement, causing creatures to move at half speed.

Slow: (Transmutation) One subject/level takes only one action/round; –1 penalty to AC, attack rolls and reflex saves. Slow counters and dispels Haste.

Stinking Cloud: (Conjuration (Creation)) Nauseating vapors, lasts for 1 round/level.

Suggestion: (Enchantment (Compulsion)) [Mind-Affecting, Language-Dependent] Compels subject to follow course of action; subject is added as a controllable NPC.

Summon Monster III: (Conjuration (Summoning)) Summons a creature, based on what you select from the Radial Menu.

Vampiric Touch: (Necromancy) Touch deals 1d6/two levels damage; caster gains damage as temporary hit points.

Wind Wall: (Evocation) [Air] Deflects arrows and smaller creatures. In *ToEE*, the radius of Wind Wall is 3 feet/level (maximum 30 feet).

4th-Level Sorcerer/Wizard Spells

Animate Dead: (Necromancy) [Evil] Creates a zombie or a skeleton from the corpse of a slain enemy.

Bestow Curse: (Necromancy) –6 penalty to an ability score; –4 penalty on attack rolls, saves and checks; or 50% chance of losing each action. Bestow Curse counters Remove Curse.

Charm Monster: (Enchantment (Charm)) [Mind-Affecting] Makes monster believe that it is your ally.

Confusion: (Enchantment (Compulsion)) [Mind-Affecting] Subjects behave oddly for 1 round/level.

Contagion: (Necromancy) [Evil] Infects subject with chosen disease.

Crushing Despair*: (Enchantment (Compulsion)) [Mind-Affecting] Subjects take –2 on attack rolls, damage rolls, saves and checks. Crushing Despair counters and dispels Good Hope.

Dimension Door: (Conjuration) [Teleportation] Enables you or another recipient of the spell to teleport anywhere on the current map in *ToEE*.

Dimensional Anchor: (Abjuration) Bars extra-dimensional movement.

Fear: (Necromancy) [Fear, Mind-Affecting] Subjects within cone flee for 1 round/level.

Globe of Invulnerability, Lesser: (Abjuration) Stops 1st- through –3rd-level spell effects.

Ice Storm: (Evocation) [Cold] Hail deals 5d6 damage in cylinder 40 ft. across.

Invisibility, Greater: (Illusion (Glamer)) Subject is invisible for 1 min./level and remains invisible even while attacking.

Otiluke's Resilient Sphere: (Evocation (Force)) Force globe protects, but traps, one subject.

Phantasmal Killer: (Illusion (Phantasm)) [Fear, Mind-Affecting] Fearsome illusion kills subject or deals 3d6 damage.

Remove Curse: (Abjuration) Frees object or person from curse. Remove Curse counters and dispels Bestow Curse.

Shout: (Evocation (Sonic)) Deafens all within cone and deals 5d6 sonic damage. A Shout spell cannot penetrate a Silence spell.

Solid Fog: (Conjuration (Creation)) Blocks vision and slows movement; creatures move at a speed of five feet and take a –2 penalty on melee attack and melee damage rolls.

Stoneskin: (Abjuration) Allows subject to ignore the first 10 points of damage per attack.

5th-Level Sorcerer/Wizard Spells

Animal Growth: (Transmutation) For every two levels, one animal doubles in size.

Blight*: (Necromancy) Withers one plant or deals 1d6/level damage to plant creature.

Break Enchantment: (Abjuration) Frees subjects from enchantments, alterations, curses and petrification.

Cloudkill: (Conjuration) Kills creatures with 3 HD or less; 4–6 HD creatures save or die; 6+ HD creatures take Constitution damage.

Cone of Cold: (Evocation) [Cold] Deals 1d6/level of cold damage.

Dismissal: (Abjuration) Forces a creature to return to its native plane.

Feeblemind: (Enchantment (Compulsion)) [Mind-Affecting] Subject's Intelligence and Charisma drop to 1.

Hold Monster: (Enchantment (Compulsion)) [Mind-Affecting] Paralyzes any creature for 1 round/level.

Mind Fog: (Enchantment (Compulsion)) [Mind-Affecting] Subjects in fog get –10 to Wisdom and Will checks.

APPENDIX

Abbreviations

The following is a list of abbreviations used in the manual and the game.

AC	Armor Class	A number representing a creature's ability to avoid being hit in combat. An opponent's attack roll must equal or exceed the target creature's Armor Class to hit it. Armor Class = 10 + all modifiers that apply (typically armor bonus, shield bonus, Dexterity modifier and size modifier).
Bbn	Barbarian	
Brd	Bard	
(cc)	Cross-class Skill	A skill that is neither a class skill for a character nor an exclusive skill. Characters may buy cross-class skills at the rate of a half rank per skill point, as opposed to one rank per skill point for class skills. The maximum rank a character can achieve in a cross-class skill is one-half of the class skill maximum (three plus the character's level), rounded neither up nor down.
Cha	Charisma	
Clr	Cleric	
Con	Constitution	
cp	Copper Piece	
CR	Challenge Rating	The Challenge rating of a monster is the average level of a four-person party for which that monster is a good challenge. For example, a CR 5 monster (like a troll or an ochre jelly) would be a good challenge for four level 5 characters.
crit.	Critical Hit	A hit that strikes a vital area and therefore deals double damage or more. To score a critical hit, an attacker must first score a threat (usually a natural 20 on an attack roll) and then succeed on a critical roll (just like another attack roll). Critical hit damage is usually double normal damage, which means rolling damage twice, just as if the attacker had actually hit the defender two times. (Any bonus damage dice, such as from a rogue's sneak attack, are not rolled multiple times, but added to the total at the end of the calculation.)
DC	Difficulty Class	The target number that a player must meet or beat for a check or saving throw to succeed. The DM using the skill rules as a guideline sets difficulty Classes other than those given in specific spell or item descriptions.
Dex	Dexterity	
DM	Dungeon Master	The player who portrays nonplayer characters, makes up the story setting for the other players and serves as a referee. In <i>ToEE</i> , the DM is played by the computer

Drd	Druid	
Ex	Extraordinary Ability	A nonmagical special ability (as opposed to a spell-like or supernatural ability).
Ftr	Fighter	
gp	Gold Piece	
HD	Hit Die	A die rolled to generate a creature's hit point total. The term Hit Dice is synonymous with character level for spells, magic items and magical effects that affect a certain number of Hit Dice of creatures.
hp	Hit Points	A measure of character health or object integrity. Damage decreases current hit points and lost hit points return with healing or natural recovery. A character's hit point total increases permanently with additional experience and/or permanent increases in Constitution, or temporarily through the use of various special abilities, spells, magic items, or magical effects.
Int	Intelligence	
Mnk	Monk	
NPC	Nonplayer Character	A character controlled by the Dungeon Master (in this case, the computer) rather than by one of the other players in a game session.
Pal	Paladin	
PC	Player Character	A character controlled by a player other than the Dungeon Master (in this case, the computer).
pp	Platinum Piece	
Rgr	Ranger	
Rog	Rogue	
save	Saving Throw	A roll made to avoid (at least partially) damage or harm. The three types of saving throws are Fortitude, Reflex and Will.
Sor	Sorcerer	
sp	Silver Piece	
Sp	Spell-like Ability	A special ability with effects that resemble those of a spell. In most cases, a spell-like ability works just like the spell of the same name.
SR	Spell Resistance	A special defensive ability that allows a creature or item to resist the effects of spells and spell-like abilities. Supernatural abilities are not subject to spell resistance.
Str	Strength	
Su	Supernatural Ability	A magical power that produces a particular effect, as opposed to a natural, extraordinary, or spell-like ability. Using a supernatural ability generally does not provoke an attack of opportunity. Supernatural abilities are not subject to dispelling, disruption, or spell resistance. However, they do not function in areas where magic is suppressed or negated, such as inside an Antimagic Field.

Wis	Wisdom	
Wiz	Wizard	
XP	Experience Points	A numerical measure of a character's personal achievement and advancement. Characters earn experience points by defeating monsters and other opponents. At the end of each adventure, the DM assigns experience to the characters based on what they have accomplished. Characters continue to accumulate experience points throughout their adventuring careers, gaining new levels in their character classes at certain experience point totals.

Changes

This section describes differences between the rules in *ToEE* and the core D&D rules.

- Characters need two hands free to use a crossbow or sling.
- Attacks of Opportunity are always standard attacks, never trips or other attacks.
- You can cast a spell with your hands full at no penalty.
- All spellcasters are assumed to have all necessary spell components, except for those that cost more than 99 gp. For spell components that cost more than 99 gp, the game deducts gold to cover the expense.
- If you're unconscious but stable and you stabilize on your own, you don't lose hit points every hour as detailed in DMG p.85. That is, there is no difference between stabilizing on your own and stabilizing because of aid from another player.
- Disabled characters automatically gain hit points naturally and don't suffer a chance of dying (DMG p.85).
- Death from massive damage isn't implemented.
- Attack order is always primary attack 1, primary attack 2, primary attack 3 and offhand attack 1, offhand attack 2. You can't change that order.
- Dodge gives you bonuses against the first monster to attack you in a round. You don't get to choose. The burden of choosing an attacker each round is no fun.
- The player must select an alignment for his entire party, which restricts the player's choices for individual character alignments. This alignment is tested by NPCs to produce alignment-based reactions and dialog options and also controls the background story and starting quest for the player group.
- We think that the D&D 3rd Ed. designers had meant that when you are encumbered that you would move at three-quarters of your normal movement rate. However, since they play on a grid of 5' squares, they always rounded this down, yielding the seemingly inconsistent 30' → 20' but 20' → 15'. We implement movement as a real number that is three-quarters of your normal movement rate. Thus, a character who is encumbered and could move 30', now moves 22.5' per turn.

- **Detect Magic:** Does not allow detection of spell school via a Spellcraft roll. Also, the aura strengths are represented by intensity rather than duration of effect.
- **Detect Secret Doors:** Detects the presence of secret doors in its range. We ignored the timing issues.
- Prone characters can't attack at all. This was done to reduce the number of animations.
- **Turned Undead:** Turned creatures do not stop being turned if the turner approaches them.
- **Commanded Undead:** It does not take a standard action to direct undead; they function like followers.
- The number of commanded undead is limited by number of followers, not by double the cleric's level.
- Fascinated creatures (through the bardic music ability) cannot move or attack. The effect is broken when they take damage.
- Maintaining the bardic Fascinate ability means you do not perform any other action besides moving that round. If you do, the target is no longer fascinated.
- You can attempt to Fascinate the same creature as many times as your daily performance allowance permits.
- The bardic music ability Suggestion is replaced with Intimidate: A bard with nine or more ranks in Perform can Intimidate a single creature. The creature is affected if he fails a Will saving throw (DC 11 + bard's Charisma modifier). Affected creatures are forced to move away from the bard as if affected by a Fear spell for as many rounds as the bard has levels. Using this ability counts toward the bard's daily limit of performances.
- The spell Doom does affect damage rolls (as per the first printing of the PHB, not the second).
- Barbarian rage was implemented as a three state system: you are normal, raged, or fatigued. Also, fatigue lasts for as many rounds as the rage lasted. These changes handle the obscure problem of only raging once per encounter, but fatigue wearing off at the end of the encounter.
- You can't make a Trip Attack as part of an AOO, Cleave, or Whirlwind Attack.
- You can make a Trip Attack with any weapon. You can't drop that weapon to avoid being tripped in return.
- The rogue Opportunist special ability works if the target is hit by a melee attack in a round — it doesn't matter if you damage the target or not.
- The Skill Mastery special ability has been changed, because take 10 and take 20 works differently in our game and are no longer applicable. Skill Mastery gives you a +2 bonus on a number of skills equal to (3 + your Intelligence modifier). This bonus stacks with Skill Focus.
- You can't spontaneously cast spells that have metamagic feats applied to them.

- Druid levels and half of the Ranger level (if Ranger level > 4) stack for the purposes of determining available animal companions for multiclass druid/rangers.
- Lizard familiars give you a +2 bonus on Will saves instead of a bonus on climb checks.
- Since we don't have the Endurance feat in our game, the prerequisite for Diehard has been changed to Great Fortitude.
- The Luck Domain special ability has been changed so that you set a checkbox in order to reroll the next missed saving throw, missed attack or unconfirmed critical. Once again, the burden of choosing every opportunity is no fun.
- Small and large weapon sizes are implemented as a 3.0/3.5 hybrid. Our weapon list includes the half-spear and halfling siangham, the halfling kama and the halfling quarterstaff, but no other small weapons. Medium-sized creatures can wield the halfling weapons as if they were light weapons, at no penalty. Halflings can wield medium weapons as if they were one category larger, without penalty. We include the Sai and Shuriken as per 3.5 rules.
- Deflect Arrows and Snatch Arrows are now passive feats. Deflect arrows is automatically used at the first opportunity. Similarly, the first weapon thrown at a character with the Snatch Arrows feat each round is automatically thrown back at the attacker.
- Characters with the Diehard feat cannot choose to lose consciousness.
- Cloak of Elvenkind will always grant a +10 circumstance bonus to Hide checks (no pulling it over your head).

Recipe

The following scroll was looted off of a dead orc in the Suss Forest by the elven ranger T'Fal. The scroll was found in a bag containing halfling parts and cookie crumbs.

Chocolate Chip Cookies of the Gods

Ingredients:

1 cup	cold butter (two sticks)
1 cup	brown sugar
3/4 cup	sugar
2	eggs
1 1/2 tsp.	vanilla
2 1/2 cups	all-purpose flour
1 1/4 tsp.	baking soda
3 cups	chocolate chips (three 6-oz. bags)

Directions: Beat the butter into the sugars until creamy. Add the eggs and vanilla and beat until just mixed. Add the flour and baking soda and beat until well blended.

Now add the chocolate chips and stir them in with a spoon. Make cookie balls with a spoon or your fingers. The balls should be about as large around as a gold piece and you should get three-dozen of these.

Now the hard part: put these balls on a tray, cover them with foil and put them in the chillbox overnight. Chilling them makes them taste so much better. If you cannot wait, do not expect cookies of the gods. Try not to eat all of the dough before morning.

To bake the cookie balls, place a dozen on a cookie tray and let it sit for 10 minutes at room temperature, while the oven preheats to 400 degrees. Bake them 8–10 minutes, or until the edges are brown but the center is still tan. Take them out of the oven and let them finish cooking on the pan for a few minutes.

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